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A NEWSFIELD PUBLICATION
No.78 JULY 1990
MAGAZINE AND CASSETTE
£1.70

# CRASH

SINCLAIR SPEC[...] GAMES

SAM coupé COMPATIBLE



**READ!** EXCLUSIVE!

## MIDNIGHT RESISTANCE

Action and mayhem from Ocean!

**EAT!**

## TWO FREE CHEWY BARS!!

Where are my FREE McCOWANS TANGY chewy bars?! Ask at the counter

Export copies have no bar, sorry!

4 **PLAY!**

## GREAT GAMES!

Plus POKEMANIA!

What? No great CRASH cassette?!

SURVIVORS ATLANTIS

JUNGLE TROUBLE Elite

COSMIC CHAOS PowerTape

SOFTWARE HOUSE Cult

**LISTEN!**

UNCLE MEL CROUCHER'S COMPUTER FUN LINE!

**WIN!**

A SONY SPORTS WALKMAN! A TELLY! VIDEOS! GAMES!

PLUS! REVIEWS GALORE! TIPS AND CHEATS! SPECCY WITH A PAST!

Ask your newsagent for it — nicely!

OLIVER FREY


EVERY CITY HAS A MEAN STREET!
SHADOW Warriors
SHADOW WARRIORS, THE LATEST, GREATEST AND MOST AMBITIOUS MARTIAL ARTS COIN-OP GAME NOW RAGES ONTO YOUR COMPUTER – FEATURING
INTERACTIVE SCENIC BACKDROPS!
THE SECRETS OF THE NINJITSU TECHNIQUES HAVE BEEN HANDED DOWN SINCE THE MEDIEVAL WARS... NOW THEY LIVE ON IN THE JUNGLE OF THE AMERICAN METROPOLIS.
A THOUSAND YEARS OF THE NINJITSU SECRETS AT YOUR FINGERTIPS... THE
PHOENIX BACKFLIP,
TRIPLE BLOW COMBINATION, FLYING NECK THROW,
HANG KICK
AND MORE, GIVE YOU A FORMIDABLE ARMOURY OF STUNNING MOVES.
TAKE YOUR TECHNIQUES TO THE STREETS
SHADOW WARRIOR
... THE HERO OF THE
NINETIES!
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CRASH

# CONTENTS



# GAME *thrills*

## ATTACK ON THE SENSES!

We did promise something special this month — and here it is!! All of your senses are under attack as we present the *CRASH Entertainment System*™! The mag's as groovy as ever, there's the Powertape with another set of four complete games, not one but TWO free chewy bars stuck to the cover and an exclusive audio sensation — *Uncle Mel Croucher's Computer Fun Line* (don't load it — listen to it!) on the tape too! Read, play, eat and listen! There's never been a more happening time to have a *Speccy* or *SAM* — it's completely swingorilliant!

## THRILLS ON TAPE

**Where to find your brill thrills!**

**SIDE A**
**SURVIVORS**
**JUNGLE TROUBLE**
**COSMIC CHAOS**

**SIDE B**
**MEL CROUCHER'S FUN LINE**
**SOFTWARE HOUSE**
**POKEMANIA**

Check the inlay for loading instructions, and remember *Uncle Mel's Computer Fun Line* is an audio track — **listen, don't load.**

Should your tape prove to be faulty send it, in its box, to: **NEWSFIELD, AUNTY PAT'S TAPE CLINIC (78), CRASH, LUDLOW, SHROPSHIRE SY8 1JW.**
A healthy tape will be despatched, please allow 28 days for delivery (we'll try to be quicker!).

# SURVIVORS

**Crazy arcade adventure from Atlantis!**

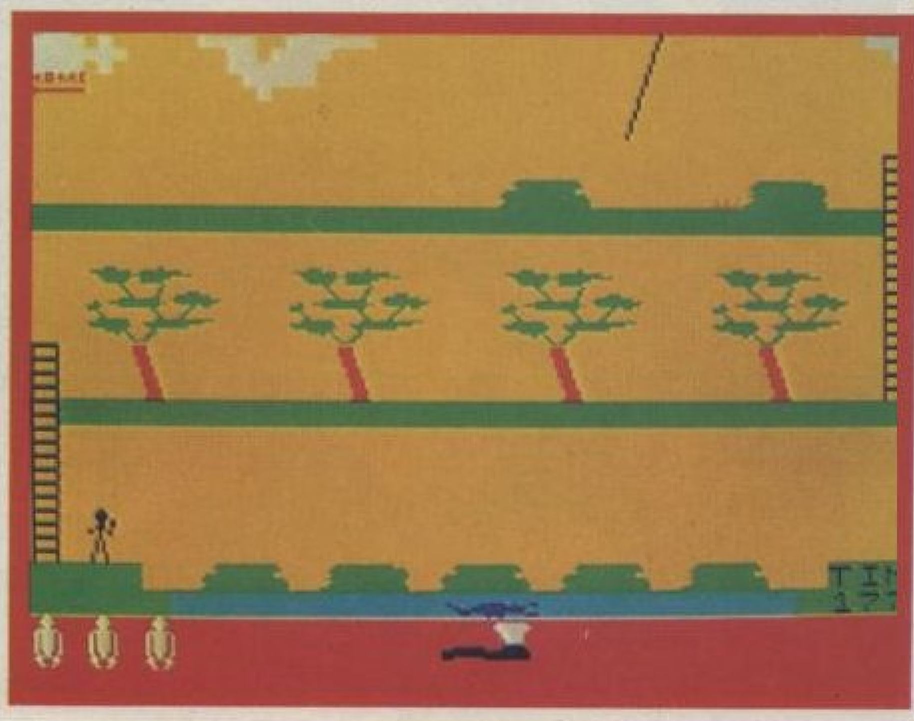
**Fast thinking, planned decisions, speedy reactions and a good memory are just some of the qualities you're going to need to succeed in** Atlantis' **maddeningly addictive arcade puzzle game *Survivors*. Don't worry if you don't possess those qualities already — but the time you've completed *Survivors* you'll be an expert on all fronts!**

Your mission is to rescue almost 1000 survivors from a hibernation dome damaged in a recent nuclear war. To complete the task you must guide your three droids through the seven levels of the dome and teleport the survivors to safety.

Each of your three droids has a very special function. **Droid One** (the blue chap) can tunnel through tons of earth at

high speed, the highly advanced yellow **Droid Two**'s function is to teleport the survivors to safety and **Droid Three** (the red chap) is a droid of immense strength who can move fallen boulders, though only one at a time.

The damage to the dome is so severe that the slightest mistake can result in falling boulders. If one of your droids is hit by a falling boulder it results in a serious power loss. Beware of the **Guardian Droids** left in the dome to maintain the life support system, their circuits



# GAME *thrills*

were damaged by nuclear fall-out and are now hostile. Contact with any proves fatal. With a bit of planning, you can squash a Guardian by dropping a boulder on it.

Every move must be planned to ensure that your Droids do not get trapped, failure in your mission results in certain death for all survivors!!

**IF YOU WANT TO SURVIVE...**

...you better learn the controls, which are on keyboard: Q/up, A/down. O/left, P/right and ENTER/pause. Keys 1, 2 and 3 to gain control of one of your three Droids, 4 and 5 together to start a new life and BREAK and CAPS together to start a new game. Good luck!

# JUNGLE TROUBLE

**● Amazon antics from Elite!**

**★ It's a jungle out there! It is y'know. A jungle infested with trouble (hence the title)! Could you become the brave adventurer, tough enough to tackle the arcade action? Read on and find out!!**

**J***ungle Trouble* is one of those games which looks a bit naff and tricky to cope with — but you just won't be able to stop playing it until you reach the end. It could drive you barmy! You start on the right hand-side of the riverbank; the first task being to successfully cross the river using the stepping stones without falling into the water where a furious croc swims. Before you start off, collect an axe by running to the far right of the screen, an axe icon should now appear at the bottom of the screen. Okay, here we go...

To jump onto the first stepping stone take the longest run possible and press the jump key just as you approach the water (the best time to jump is just as your man is immediately above and between the letters I and T in TIME).

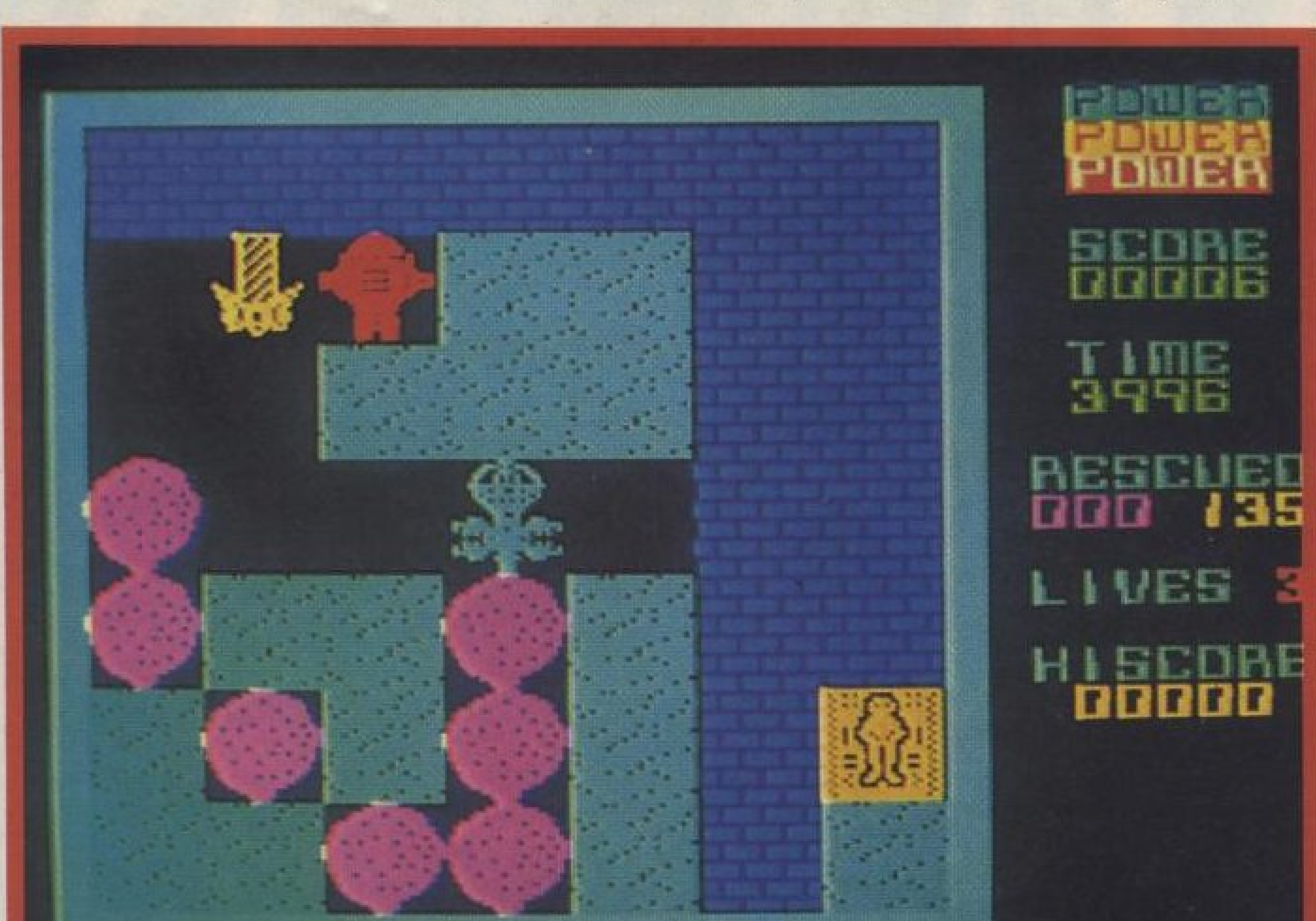
If you jump successfully, release the jump key when in mid air, then to jump all the way across hit the jump key just as your foot touches the rock. If you're skill, you should make it all the way across the river.

Once up the ladder it's time to hack through the trees. Use the axe to chop at them — but watch out for attacking monkeys! You can get rid of them by bashing them with the axe! As you chop your axe blade gets blunter so it takes a while to fell a tree, unless you return to the start and collect a new one. As the tree falls run away or be squashed.

Ready for the fire pit? You better be! Stand at the centre of the rim and press the jump key to grab the rope. If you catch the rope keep pressing the jump key to hand onto it. Release the key to swing off and land on the other side. As soon as you land start to run for home. However, somewhere along the home run a chasm will open up!! Just make sure you're ready to jump at the last moment and keep running home!!

**HAVING TROUBLES?**

Well, check out the controls which are: (keyboard only) 5 or CURSOR LEFT/left or strike monkey, 8 or CURSOR RIGHT/ right or chop tree, 6 or CURSOR DOWN/down, 7 or CURSOR UP/up or jump.







**● Wreaking havoc through space with Michael and Craig Holdstock!**

**★ *Cosmic Chaos* takes you for a dangerous ride in space were wave after wave of mean, lean alien fighting machines attack! It's cosmic! It's chaos (hence the title)! And it only takes about 30 — *30!!!* — seconds to load!!**

**C**RASH seems to remember that *Space Invaders* verges towards the dull side of things. So, when we first saw *Cosmic Chaos* comments bandied about included 'Blurrrgh!!', 'Oh dear' and the like. And then we played it and — *heavens above!* — we were hooked!! *Cosmic Chaos* may look a bit stark and simple, but it's a mean blaster of an invaders game — and soooo addictive, you've gotta keep playing just to see the next level!!!!

Invaders swarm down from the top of the screen — you've gotta blast them out of the sky. Your space ship remains at the bottom of the screen and can move left and right. Hit fire to unleash major death onto the alien scum. But avoid their bombs which hurtle down the screen towards you. Clear one wave and another, tougher set zooms into view! Can you survive all the alien attacks?!

**IT'S CHAOS...**

...if you don't know the controls which (keys only) Q/left, W/right and to SPACE/fire. Full keyboard instructions on the title screen.




# A CRASH EXCLUSIVE! DON'T PLAY IT-LISTEN!!

**● He's mad, bad and completely dotty, it's MEL CROUCHER'S COMPUTER FUN LINE!**

**Mel Croucher is a dotty old fellow. Author of endless CRASH features, he's the jester of the computer world! And this special audio track is his latest venture. Normally, you can only hear his deranged witterings on the telephone (0898 299 399), but now he has recorded a special *Computer Fun Line* for the CRASH cassette.**

Remember, this is an audio track, you can't load it into the Speccy — it's for your ears only!!

## 100 MEL CROUCHER POSTERS MUST BE WON!!

CRASH has 100 —100!! — posters of said loony to give away! There he is, with a bullet from the phone going through his 'brain' and out the other side. A titter every time you see it. Ho ho. To win one of these fabby A2 posters (worth £1 each), answer this quick question: **Which computer manual did Mel Croucher write?**
**Was it a) the Amiga manual**
**b) the SAM Coupé manual**
**c) the MSX manual**
Answers on a postcard, to arrive here by July 19, to: NEWSFIELD, CRAZY CROUCHER'S POSTER COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.



# SOFTWARE HOUSE

**● A real challenge from Cult!**

**Ever fancied yourself as a hot-shot? Maybe running your own software house? It must be sooooo easy — all you do is get a game and sell it!! Easy. Well, not quite. With *Software House* you get a taste of the complications and hassles in running your very own software business.**

*Software House* is a management game, and we've never had one of these on the Powertape before. There's a lot of them around, most of them from **Cult** themselves, and if you have the brains they can be fun!

There's no instructions — you're on your own (what's the point of a game like this if we tell you how to play it?). Once loaded up you get the main working screen. First type in the name of your software house and then your name. Off you go!!

Okay, okay — a little bit of help to get you started. Well, you'll need some staff and then a game. So look at the main menu where you'll see the **Employ Staff** option. The letter **E** on Employ is highlighted green to show you which key to press to select that function. Things should then start to happen on the communications window. Once you've read the communication press enter. If the interview has been successful you've got yourself a worker! Now follow the same pattern for buying up a game. That should get you started...

All the controls in *Software House* are on the keyboard. Type in your answers when the program prompts you, or if it asks a question type **Y** for Yes, A for accept, etc. Don't expect to become an instant success, though hard work and perserverance will pay rewards.

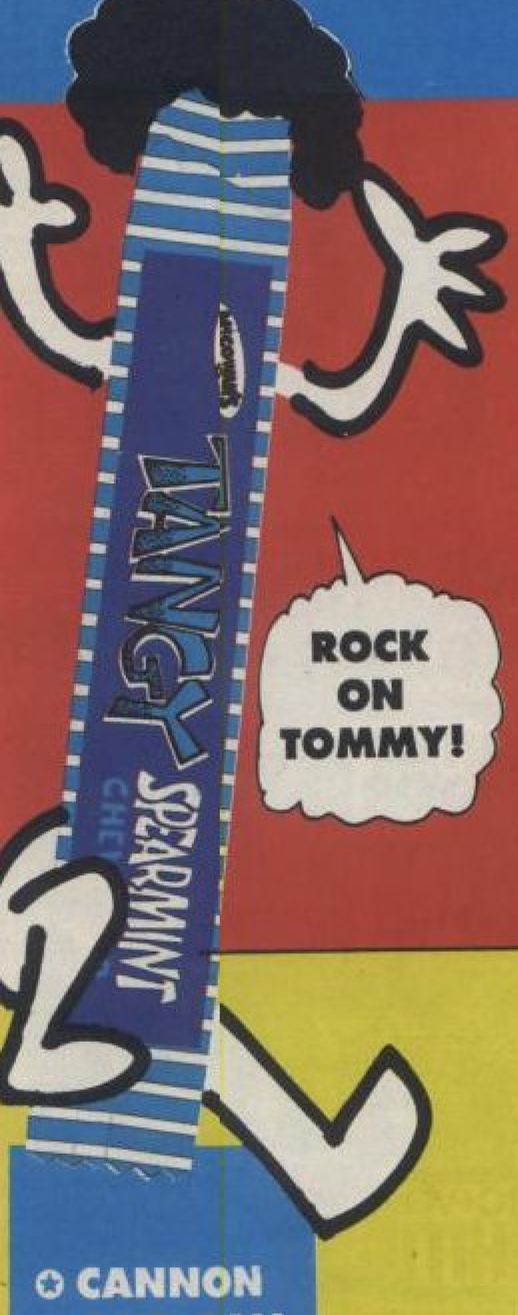
Maybe your company will win a **CRASH Readers Award** sometime!

**POKEMANIA REIGNS SUPREME!**
Graham Turbo Mason has loads more cheats and POKEs for your favourite games! Turn to Nicko's Tips section for full details of what's on offer this issue...

## GET YOURSELF ON THE COVER!!

**If you think you've written a completely brill game and want to share it with the Speccy world, send it to us on cassette or disk with a letter explaining the game. If it passes the reviewers' test we'll put it on the Power Tape for thousands to enjoy! It could be your first step into the software publishing world!!!**

**Check out the coupon on page 19! It must accompany all entries!**




# YUMMY 2! THE REVENGE!

It's here! We've done it again! Once more CRASH proves itself the most generous blooming Spec mag around by heaping goodie after goodie on you! This month you've got the Powertape with another quartet of whizzo complete games, *Pokemania*, PLUS *Uncle Mel Croucher's Fun Line* — and now more chewable freebies! Not one, but TWO chewy bars! It's McCOWAN'S scrumptious double act: **TANGY Lemon 'n' Lime** and **TANGY Spearmint!!**

Indeed, they're a knock-about comedy double act! Hold 'em up to your ears and listen to their jokes! **Spearmint:** I say, I say, I say! My dog's got no nose! **Lemon 'n' Lime:** Blimey! How does he smell?!! **Spearmint:** He doesn't — I haven't got a dog at all! Ho ho! **Lemon 'n' Lime:** I've got one! My mother-in-law! Oh dear! My mother-in-law is soooo small, she's not there at all!! Ho ho!

Oh, dear. It's just as well the **TANGY** double act do impressions as well. Just have a look at their 'impressive' range!!




more! fab! free! chewy! fun!!

more! fab! free! chewy! fun!!

# COLLECT FIVE TANGY BARS WRAPPERS AND SAVE £££s ON A GAME!!!




**It's true! Scoffing TANGY bars can save you money! And here's how: collect five TANGY wrappers (either Spearmint or Lemon 'n' Lime flavour), send them to us and we'll let you have *Turrican* for just £5.50 or *X-Out* for only £5.00!! That's almost half price!!! Berlimey!**

*Turrican* **is the mega-blaster from Rainbow Arts** which won a **CRASH** Smash last issue. It's a wicked shoot 'em up as you take Turrican through many levels dealing out death to aliens! *X-Out* **is another whizzy shoot 'em up from Rainbow Arts (reviewed in issue 73) where you take control of a submarine battling with underwater forces. Mark Caswell said 'It's one hell of a game to get through!!'.**

You can't afford to miss this offer — hurry up scoff some more **McCOWAN'S TANGY** bars and get the order form in the post today!!

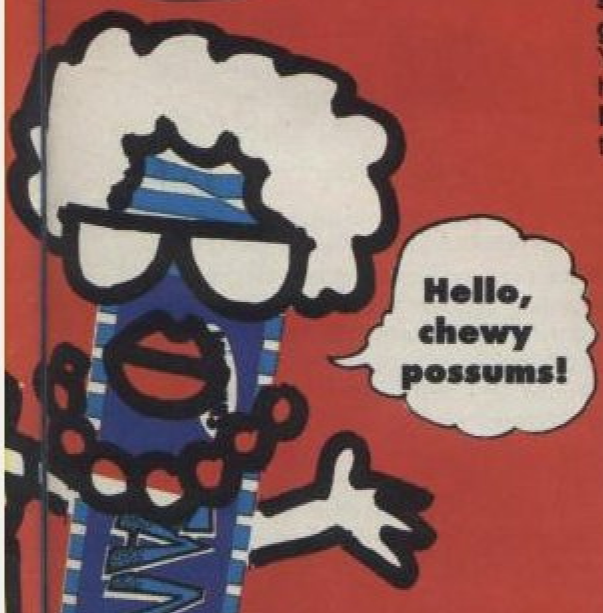
## EITHER TURRICAN



## OR X-OUT



## OR BOTH!




**Oh, dear. Maybe they should stick to being just chewy bars packed with flavor — 'cos that's what they're best at! Your TANGY bars come with the compliments of McCOWAN'S the sweet suppliers to the stars, who also make Dennis the Menace, Buster, Roy of the Rovers, and Desperate Dan bars. And don't forget the chew-till-you-drop WHAM bar, as given away last month. Yes siree, CRASH is the mag you can buy between meals without ruining your appetite!**

### CRASH/TANGY BAR OFFER: ORDER FORM

I enclose **FIVE** TANGY bar wrappers as proof of purchase and the correct amount of money for:

- **£5.50 for *TURRICAN* (Speccy cassette)**
- **£5.00 for *X-OUT* (Speccy cassette)**

**Or TEN TANGY bar wrappers and the correct money for both games.**

- **£10.50 for *TURRICAN* and *X-OUT***

Method of payment (delete as appropriate):

❑ CHEQUE
❑ POSTAL ORDER
❑ ACCESS
❑ VISA

**CREDIT CARD NUMBER** ..................................................

**EXPIRY DATE** ..................................................

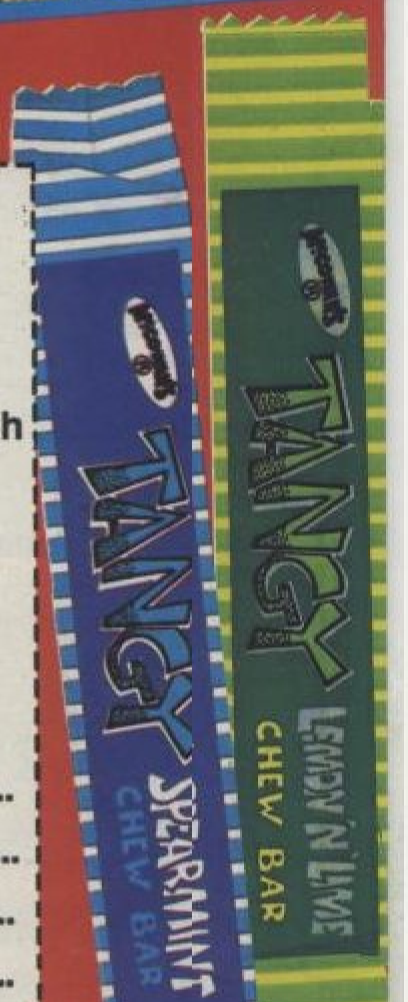
**SIGNATURE** ..................................................

**Name** ..................................................

**Address**..................................................

..................................................**Postcode**..................................

Make cheques payable to CRASH Ltd. Send this form to NEWSFIELD, TANGY BAR OFFER, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Do not send cash. Please allow 28 days for delivery. Enquiries: 0584 875851








# COULD YOU RESIST IT?!

## A BRILL PORTABLE COLOUR TELLY MUST BE WON! PLUS COPIES OF OCEAN'S SMASHING MIDNIGHT RESISTANCE!!

### ★ OCEAN, OCEAN — RAH, RAH, RAH!!

Yes, the cheers are up again because there's a new Ocean game on the streets (well, there are three actually, counting *Sly Spy* and *Shadow Warriors*), and it's called *Midnight Resistance*! And about time too. It 's been six bloomin' months since Ocean last put out a Speccy game — any longer and we'd have thought it had gone to 16-bit City and stayed there (Blub!). But, Ocean's back (back! *BACK!*) with the Speccy and in good form too 'cos *Midnight Resistance* is dead brill! Hurrah!

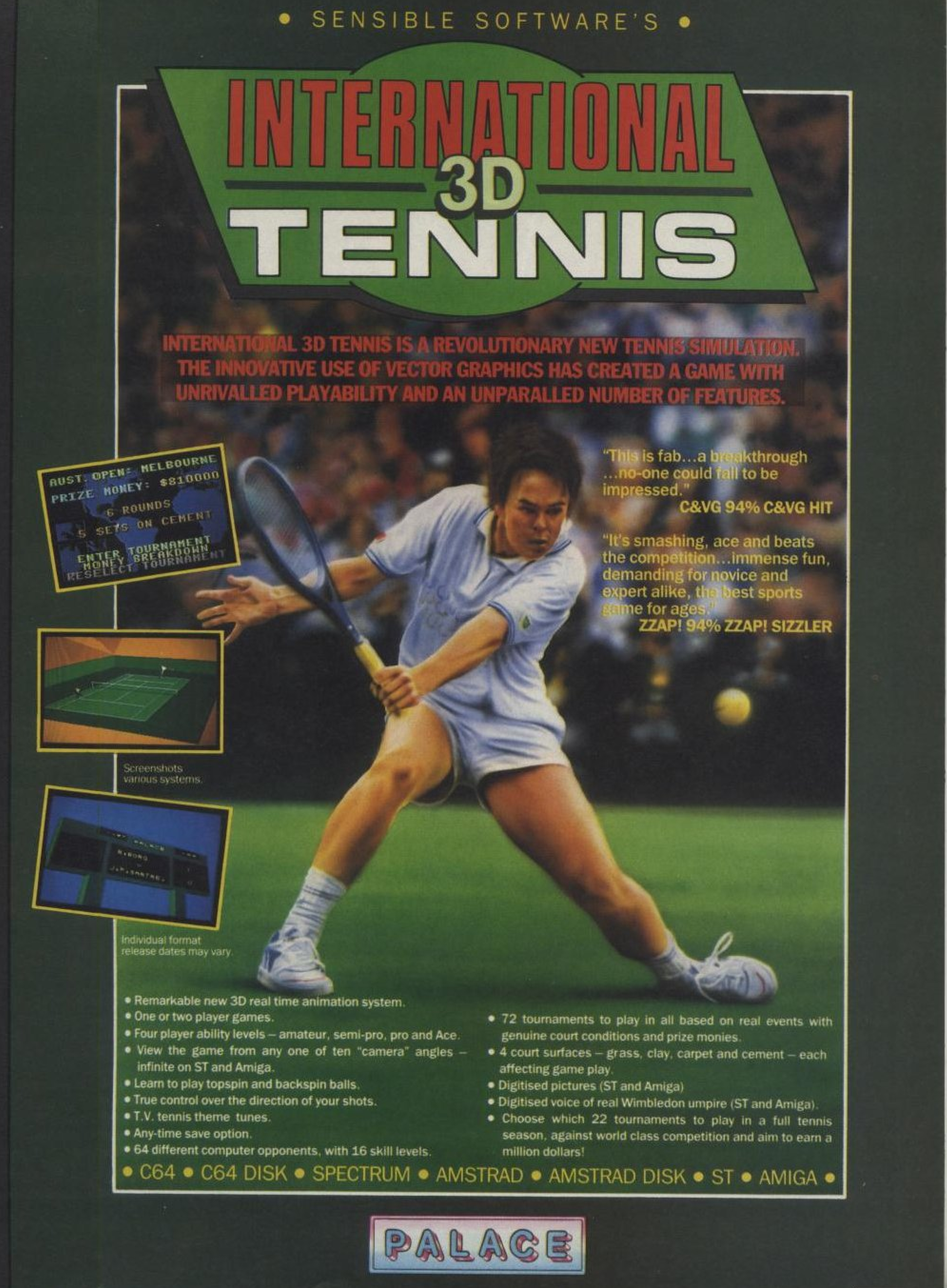
Nine levels of the whizziest arcade action around make up the this corky coin-op conversion. It's *Ikari Warriors* in the future (being, as it is, *Ikari Warriors II*), featuring endless varieties of enemy to bash and heaps of countryside to bash them in — stomp through cities, tunnels, forests, mountains to reach enemy HQ!

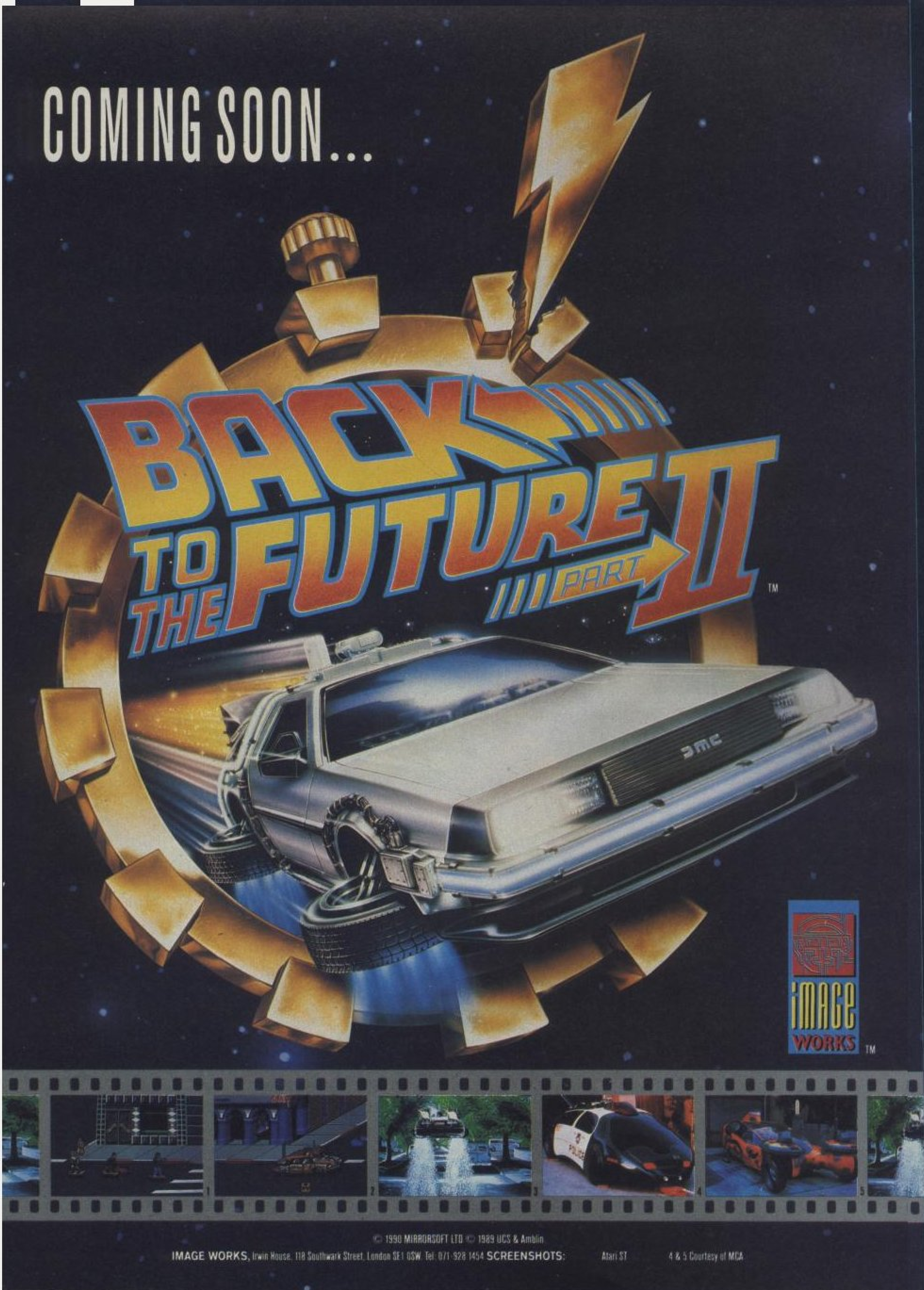
### ★ HERE WE ARE, THEN

A new Ocean game, completely skill conversion, CRASH cover, it can only mean one thing: a compo of the most snootest order! Ocean has stumped up a great portable colour telly for first prize in this *Midnight Resistance* compo! Why? Because you can't resist watching telly at midnight (*Groan — Ed*)! Additionally there's a copy of Speccy *Midnight Resistance* for the winner, and there are 20 — *20!!* — runners-up prizes of a copy of the game!

To stand a chance of winning, there's a brain-boggling puzzle to solve. See the word grid in which the words WIN A TELLY are placed? Good. Right, now you have to find 20 other words, of at least three letters each, that can be built up by moving one square at a time. For example the word LATELY is made up by travelling thus: From the letter L at the bottom left of the grid, go north to A, east to T, east to E, south-westerly to L and then east for Y. And there you have it: LATELY! As we're feeling generous you can put that at the top of your list.

When you've discovered 20 words write them all down, along with your name and address and send the whole caboodle to: NEWSFIELD, IT MAY BE MIDNIGHT BUT I CAN'T RESIST IT COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Entries here by July 19 and you *can't* use the words WIN or TELLY. That's mucked up your cheating plans, hasn't it?!


• SENSIBLE SOFTWARE'S •
INTERNATIONAL 3D TENNIS
INTERNATIONAL 3D TENNIS IS A REVOLUTIONARY NEW TENNIS SIMULATION. THE INNOVATIVE USE OF VECTOR GRAPHICS HAS CREATED A GAME WITH UNRIVALLED PLAYABILITY AND AN UNPARALLED NUMBER OF FEATURES.
AUST. OPEN: MELBOURNE
PRIZE MONEY: $810000
6 ROUNDS
5 SETS ON CEMENT
ENTER TOURNAMENT
MONEY BREAKDOWN
RESELECT TOURNAMENT
"This is fab…a breakthrough …no-one could fail to be impressed."
C&VG 94% C&VG HIT
"It's smashing, ace and beats the competition…immense fun, demanding for novice and expert alike, the best sports game for ages."
ZZAP! 94% ZZAP! SIZZLER
Screenshots various systems.
Individual format release dates may vary.
• Remarkable new 3D real time animation system.
• One or two player games.
• Four player ability levels – amateur, semi-pro, pro and Ace.
• View the game from any one of ten "camera" angles – infinite on ST and Amiga.
• Learn to play topspin and backspin balls.
• True control over the direction of your shots.
• T.V. tennis theme tunes.
• Any-time save option.
• 64 different computer opponents, with 16 skill levels.
• 72 tournaments to play in all based on real events with genuine court conditions and prize monies.
• 4 court surfaces – grass, clay, carpet and cement – each affecting game play.
• Digitised pictures (ST and Amiga)
• Digitised voice of real Wimbledon umpire (ST and Amiga).
• Choose which 22 tournaments to play in a full tennis season, against world class competition and aim to earn a million dollars!
• C64 • C64 DISK • SPECTRUM • AMSTRAD • AMSTRAD DISK • ST • AMIGA •
PALACE


COMING SOON...
BACK TO THE FUTURE PART II ™
DMC
IMAGE WORKS ™
1
2
3
4
5
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IMAGE WORKS, Irwin House, 118 Southwark Street, London SE1 0SW. Tel: 071-928 1454 SCREENSHOTS: Atari ST 4 & 5 Courtesy of MCA

# PREVIEWS

**Summer scorers and winter warmers — there's loads of Speccy action heading your way!!**

## YOU OLD DEVIL!

### ● SATAN

Following *AMC*, released last month, Spanish software house **Dinamic** is preparing *Satan* on the Speccy for the end of June. As with many of the previous **Dinamic** offerings *Satan* is a two-part arcade adventure. Fight the forces of evil In section one you're a brave warrior who battles with the hordes of Satan to obtain a wizard's magical powers. Manage that, and you spend the second part in Wizard guise mustering all the magical weapons and spells at your command to put an end to Satan's evil once and for all (and the best of luck to you). Sounds flaming hot to us!

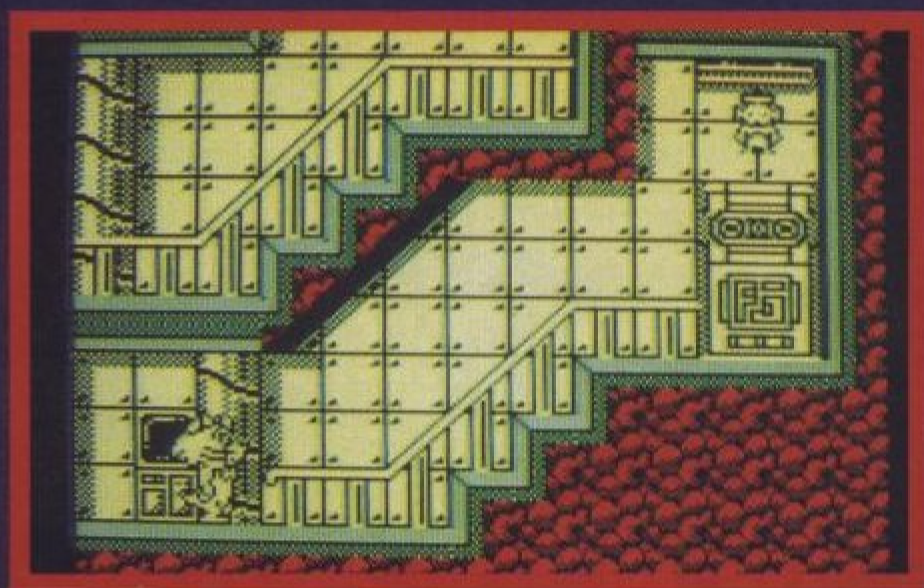








## THE FLIPNOODLE TEST



### ● RUFF & REDDY

Along with *Hong Kong Phooey*, **Hi-Tec Software** will soon be unleashing *Ruff & Reddy*, the dog and cat duo who have starred in their own cartoon series. The daring duo have agreed to test **Professor Flipnoodle**'s pocket rocket, though at blast off something goes badly wrong and the rocket spins out of control.
**Ruff** and **Reddy** find themselves on a strange alien planet where the inhabitants, little blue creatures called **Lilli-Punies** kidnap them. They're told that only when Ruff has freed their comrades from the clutches of vile creatures who inhabit a neighbouring planet will they be released. It's up to you to save the aliens, and so free our heroes. You can experience *Ruff & Reddy* next month — 'cos **CRASH** has an exclusive demo on the Powertape!!




## NINJA DOGGY!

### ● HONG KONG PHOOEY

**Hong Kong Phooey** number one super guy. **Hong Kong Phooey** faster than the human eye. **Hi-Tec Software** is on the verge of releasing *Hong Kong Phooey* the computer game! Hurrah! **Baron Von Bankjob** has escaped from prison, so **Penrod Pooch** leaps into his special filing cabinet, and after a hefty kick from **Spot**, the wonder sidekick, Hong Kong Phooey emerges to chase the villain. But our hero is his usual bungling self and it's up to Spot to save the day!
Expect to see *Hong Kong Phooey* very soon now at a whoof, whoofy £2.99.



# DEAD PARROTS AND ALL





## ● MONTY PYTHON'S FLYING CIRCUS

The dead parrot, the **Ministry for Silly Walks**, fish slapping, **Eric the Half-Bee**, the squashing foot — they're all highlights from the classic comedy series *Monty Python's Flying Circus*, and they're coming to your Speccy! It's true! **Virgin Games**' adaptation of the TV shows is on its way, packed with merriment and mirth of a particularly odd style.
The game is based on **Terry Gilliam**'s mad-cap animation sequences, and the star of the game is **Gumby** — a strange little fellow, kitted out in shorts, knotted handkerchief and walking boots. Gumby has lost his brain and now has to tramp through four surreal levels to find it.
Programmed by **Core Design**, programmers of *Impossamole* and *Rick Dangerous*, the graphics are great and the game, even at this early stage, plays really well. Combining heaps of different styles of gameplay including shoot 'em up, platforms, and arcade adventure, *Monty Python* is actually funny! Don't worry if you never saw the TV shows, the game is so bizarre it's bound to raise a lorra smiles!

# HE IS THE LAW!

## ● JUDGE DREDD

Star of **2000 AD**, *Judge Dredd* is heading onto your screens soon from **Virgin Games**. Cleaning up the chaotic streets of **Mega City One** is the aim of the game as you take **Dredd** through six levels which bring to life five exciting Dredd stories. Each level is set on a different block (the skyscrapers of Mega City One), and the action's viewed from side on. There are plenty of platforms and ramps to roam around on, and plenty of **perps** to blast! The blocks present a huge playing area, and going around on foot could take up valuable game time, so luckily Dredd can call up his powerful bike, the



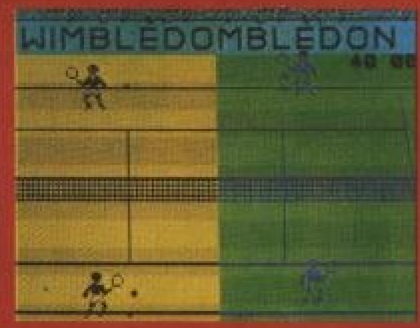


**Lawmaster**, to get around at speed. The characters Dredd faces are taken directly from **2000 AD**. There's the **League of Fatties** who are eating all the food in Mega City One, **Professor Fribb** and his enzyme that's reversing the process of evolution turning civilians into apes, lizards and even amoebas! **Orloc**, the Sov agent who attempts to poison the water supply and rain, with **Blockmania** turning everyone violently mad
— and finally, in an ultimate battle Dredd comes up against the **Dark Judges**: **Fear**, **Mortis**, **Fire** and **Death**! Essentially a multi-directional scrolling shoot 'em up with loads of action, Virgin Games' *Judge Dredd* should hit the streets in September.

# WHAT A RACQUET!

## ● GRAND SLAM TENNIS

After the **World Cup**, the sporting sensation that's spawning simulations is tennis! **Grandslam** has an offering for all tennis fans in its latest game *Grand Slam Tennis*. Giving the option of a two-player game, *Grand Slam Tennis* lets you play men and women's tennis as well as doubles on a court displayed in 3D.
What is special about *Grand Slam Tennis* is the split-screen technique used to show the two-player game. **Grandslam** reckon the problem with other two-player tennis games is the difficulty in controlling the player at the back of the court. So now, with two views of the court, it's all equal.




Stuffed with all the other usual tennis moves, players compete in tournaments with the objective of winning the **Grand Slam**. Get ready to serve when *Grand Slam Tennis* is released in late June.

# CAST A GIANT SHADOW




**Who's this? It's Shadow Warrior! A hero for the '90s (not another one!), according to Ocean. Out any nano-second now, *Shadow Warriors* features six levels of ninja action set in the toughest neighbourhoods of America! Marvel at the graphics for now — and a review next ish!**

**Next issue is August! Holiday time for you — but all your fave software houses will be gearing up for the autumn game playing bonanza! Tune in to Preview...**

# LIVE CIRCUIT

**Before we kick off, a quick update on the *Campaign For Mangram To Get A Shiny New Desk*. Just one measly financial contribution this month: a 100 Dinar note (Yugoslavian dosh), thanks to** John Gallagher **for that. Thanks also to** Shirley, **CRASH's Dust Extraction Executive (Cleaner —Ed) who attempted brightening up ye olde tattye desk with a generous helping of Mr Sheen.**
Onward, ever onward. Letter Of The Month — a good sensible one from John Quinn **who strikes home hard the piracy problem. For having a bit of sense (I knew one of you must have) there's a £40 software voucher winging its way to you! You too could be winner by penning a great letter. The address is: NEWSFIELD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.**

## COPY BRATS

Dear Lloyd,
After reading **Karim Portess'** letter in **CRASH**, issue 75, I feel I must put forward the following points on piracy. Programmers spend months and months writing a game, which is then published. Lots of people buy it but even more copy it.

Therefore, the publishers don't make any profit and the price of the games are put up to compensate the loss. This is probably why games which cost £7.95 last year now cost £9.99. So all that pirates achieve by stealing software is a price increase.

Consider this: Would you walk into a shop and pick up a game and leave without paying for it? Probably not - it's theft. Would you go to your friend's house and copy the latest mega game that he just brought?..... think about it.
John Quinn, Wicklow, Eire

**Very well put John. But sadly, piracy already appears to have affected the Spectrum scene badly. The amount of releases is way, way down this year because people just aren't buying enough Spectrum games for software houses to cover the cost of production. This is especially true on original games — these could completely disappear soon with just big name licences, which always sell, appearing. To this end, CRASH has teamed up once again with industry body ELSPA to run a series of anti-piracy ads.**
**LM**

## VERY NICE

Dear Lloyd
I think that it was very nice of you to give **Iestyn Morris** the game which he was looking for for ages — *Scuba Dive*. I also like the game from the issue 76.

Thank You.
David Dunne, Stoke-on-Trent ST7 1SF

**It was nice, wasn't it? Well, truth be told I can't accept the**



praise. *Scuba Dive* was already lined up for the cassette when Iestyn's letter arrived. The result now is endless letters pleading for games which readers have lost — no more please!
**LM**

## THICK

Dear Lloyd
I would like to know the password for *Karyssia III*. Because all it said on the screen is Enter Password - What now?
Lewis Atkins, Hurley CV92JH

**Once again for those who missed it — honestly! It was printed in the instructions — the password's LOXA.**
**LM**

## BACK THRILLS

Dear Lloyd
Please could you send me all the back issues of **CRASH** apart from issues 71, 72, 73 and 74 and all the back game thrills on tape. I really love CRASH a lot.
From Mica, Thornton Heath CR7 6DP

**No. But you can get hold of back issues (while stocks last!!) through mail order for £1.70 per issue.**
**LM**

## GO AWAY

Dear Lloyd
I am writing to tell you why I should win the star letter
1. I read **CRASH**
2. I think **Y*** S********* is crap
3. Same as **S******* U*****
4. I own a **Speccy +2** (what a surprise)
5. **Nicko** is cool
6. I want to win **40 quid**'s worth of software
7. I need new games
8. I'll hold my Speccy hostage
9. I'll beat up the **Oli bug**
10 I enclose **100 dinar**

John Gallagher, Maghull L31 8DQ.

**Bribery will get you everywhere. But anyone who beats up Oli bugs is automatically disqualified from winning *Letter Of The Month*. Be off with you, you young scamp!**
**LM**

## JIGSAW FUN

Dear Lloyd
First of all I would like to say how much I like **CRASH**'s new image and the four free games (it's wicked!). I now only buy **CRASH** although I used to buy those two other magazines (not to be mentioned).

Only one flaw though, probably because you have just moved to new premises, but all the letters were mixed up last month (**CRASH** 76, page 15). Never mind though, it was quite good fun trying to un-tangle them.

Keep up the brilliant work and don't worry, there is no competition for a better Spectrum mag!!
Neil Morris, Dyfed SY25 69Y

**Yes, yes — move to the new premises, etc, etc. Nothing at all to do with me delivering the *Forum* way past deadline, resulting in layout layabout *Markie* sticking it down at 3.00 am on a Sunday, working by candle. Ahem.**
**LM**

## FEMINIST!

Dear LM
Occasionally I pick up this waste of good trees that you call a magazine. I wonder at the mentality of your readers, especially when I see my 11 year old brother, who is glued to his **+2** (which is surgically removed at bedtime). He can't seem to talk about anything else except computer games, **CRASH** blah, blah, blah etc. He's a real pain in the neck and totally unsociable. Plus, all the games he likes are violent, containing lethal weapons and killing people for points - not a good thing for impressionable minds. Anyway, why are nearly all the characters that you move about men? Surely women should get some representation in computer games? What about ethnic minorites? I hope that your readers realise that they are falling into the pit of materialism and that you are propagating ruling-class ideologies.
Yours sincerely
A gÜeen, pacifist, feminist, semi marxist 18-year old who's fed up with her brother
Barbara Miller, Beccles NR34 7JQ
PS. No offence intended
PPS. I like *The Hobbit* myself
PPPS. This is written on recycled paper

**Right ho, *Babs* (oh dear — Ed) you'll be pleased to hear that *CodeBlasters* is releasing *GÜeen Pacifist Feminist Semi-Marxist Simulator* soon (programmed by a lost Bengalian tribe camping in the rain forests (they sound very lost — Ed)). Maybe not. On a serious note, as much as CRASH would love to be 100% environmently friendly, the cost of recycled paper is still prohibitive (and think of the chemicals that would be needed to whiten and clean the paper to our requirements). And besides, CRASH isn't printed on paper from trees in the rain forests but from quick-growing trees in *Finland*, — and currently more trees are being replaced and grown there than are required for paper.**

**There is a lack of heroic female characters in games — though *Castle Master* is an exception, giving you the option to play either a male or female character, and there's, erm, *Aliens* starring Sigourney Weaver and, erm, that's about it really (Are there any more female games? Send in your lists). Besides, I thought young ladies loved playing with young, bronzed, muscley, heroic males dudes, in games that is.**
**LM**

## MANUAL HELP

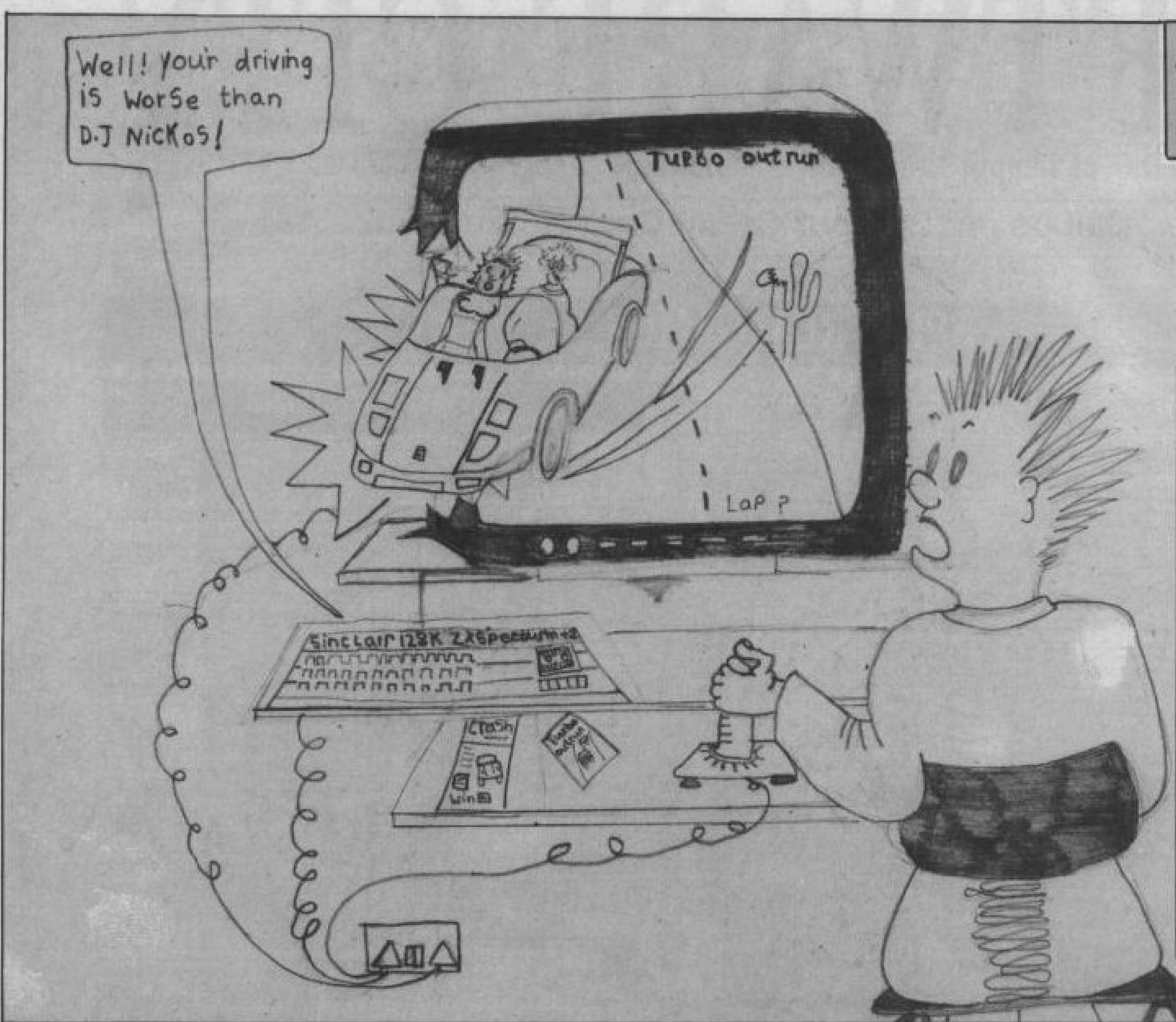
Dear Lloyd
I am wondering if you can help me, I have just bought a **Spectrum +2**. But I have not got an operating manual (to help write progs etc) and would like to know if anyone can help me, I'd be grateful if they did, considering I'm in Germany and they don't sell kit for the Spectrum over here.

Oh by the way I think this mag is Brill.
Spike Mingard, BFPO 34.

**Anyone with a spare +2 manual, bung it in the post to us and we'll forward it to Spike — there's a t-shirt in it for you!**
**LM**




**And that wraps up this month — more of your effusive thoughts next month!**




## CARTOON CORNER!

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**Duck! There goes another one! You just can't get away from all this bounding japery! And here comes a mirth-maker from** Laura Woodward **from Bristol — how chucklesome! If you reckon your cartoon could raise a smile from DJ Nicko send it to: NEWSFIELD, CARTOON CORNER, CRASH, LUDLOW SHROPSHIRE SY8 1JW. And you, like** Laura **could win £20-worth of software!**

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CRASH JULY

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# ☆ HI-FIRE! ☆

Gotta high score? We want to know about it! Yes! This is Hi-fire where you can announce your galactic domination to the entire Speccy universe. And what's more, we'll be pulling a name from the hat each month and awarding a high-scoring hero £40 of software!! *Yayyyy!* So play mean and get yourself a high-score and send it, with a photo if possible, to: NEWSFIELD, HI-FIRE, LIVE CIRCUIT, CRASH, Ludlow, Shropshire SY8 1JW. And remember, there's £40 of software to be won every month!!

## THIS MONTH'S HIGH SCORING HEROES

**CHASE HQ**
14158861 Mark Goodwin, Ilford IG3 8ND
13976546 David Jolley, Aspull WN2 1SB
12306800 Michael Jones, Bishop Auckland DL14 7RE
11941886 Darran Lacey, Chesham HP5 2ND

**MOONWALKER**
600010 Neil Innes, Musselburgh EH21 7AS
88550 David Aitken, Kirkintilloch G66 3BS

**RAINBOW ISLAND**
2486420 M Golding & J Sims, Bristol BS12 5RF
1510090 Mark Goodwin, Ilford IG3 8ND
1120490 Kenneth Tindal, Ayr KA7 3TD
526340 David Jolley, Aspull WN2 1SB

**OPERATION WOLF**
828423 Neil Innes, Musselburgh EH21 7AS
680410 Andy Longbottom, Hastings TN34 3TW
645720 Glenn Davis, Campbeltown PA28 6HG
615260 Mark Goodwin, Ilford IG3 8ND
511623 Ashley Wiseman, Isle of Arran KA27 8RQ
500032 Edward Lewis, Tiverton EX16 8EJ

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520003 Neil Innes, Musselburgh EH21 7AS
328680 Kristian Aspinall, Preston Lancs.
210650 Glenn Davis, Campbeltown PA28 6HG

**OPERATION THUNDERBOLT**
712045 Philip Tyson, Bristol BS12 4NG

**LED STORM**
5280878 Fraser Ross, Peterhead Scotland
4999950 Neil Innes, Musselburgh EH21 7AS

**ARKANOID**
210568 Martin Cocksedge, Doncaster DN12 1JR

**TURBO OUTRUN**
536790 David Aitken, Kirkintilloch G66 3BS
532460 Andy Longbottom, Hastings TN34 3TW
529998 Neil Innes, Musselburgh EH21 7AS
411180 James Anness, Eastry CT13 0LB

**CONTINENTAL CIRCUS**
3831010 Mark Goodwin, Ilford IG3 8ND
3557740 Neil Innes, Musselburgh EH21 7AS
3453350 I Plimmer, Newton-Le-Willows WA12 8SD

**AUF WIEDERSEHEN MONTY**
20794 Edward Lewis, Tiverton EX16 8EJ
10637 Martin Cocksedge, Doncaster DN12 1JR

**BATMAN**
516324 Martin Cocksedge, Doncaster DN12 1JR

**STEVE DAVIS SNOOKER (Long Game)**
Break 94 Martin Cocksedge, Doncaster DN12 1JR

**RENEGADE**
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**SILKWORM**
80640 David Chapman & Daniel Lock, Cheltenham GL53 8BS

**PACMANIA**
178100 Dawn Magee, Newtownabbey, BT37 0BY

**ROBOCOP**
86500 Andy Longbottom, Hastings TN34 3TW

**STRIDER**
56700 David Aitken, Kirkintilloch G66 3BS

**GHOULS 'N' GHOSTS**
75000 David Aitken, Kirkintilloch G66 3BS

**HARD DRIVIN'**
325594 Edward Lewis, Tiverton EX16 8EJ

**WEC LE MANS**
888060 Glenn Davis, Campbeltown PA28 6HG

**And this month's lucky winner of the £40 worth of software is** Mark Goodwin **from Ilford, Essex.** ***Wagga wagga!***

# GET YOUR GAME ONTO THE CRASH POWERTAPE!

**Got a game you've written and would like us to consider for inclusion on the CRASH cover cassette? Then send it to us with this form! We'll evaluate it and let you know whether it's suitable and how much you'll get for your masterpiece if we go ahead.**

Name.................................................................

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**Please sign this declaration:**
This program is submitted for publication by CRASH. It is wholly my/our own work and I/we agree to indemnify CRASH Ltd/Newsfield Ltd against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house, and I/we will inform you in writing in the event of this happening.

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**Remember:we will NOT consider your game if you do not enclose this coupon (or a photocopy)!**
Send the game and coupon to: NEWSFIELD, CRASH POWERTAPE DEPT, Ludlow, Shropshire SY8 1JW

## STORMING OUT

● Arcades news from **The Sales Curve**, best known for converting *The Ninja Warriors* and *Continental Circus* for **Virgin**. It's launching its own software label called **Storm** with one original title and three arcade licences. The original game is *SWIV*! Take control of a helicopter or jeep and blast your way across level after level of hostile terrain. Tanks, helicopters, jeeps, jets and huge multi-part 'copters all want your hide (eek!). Expect to see *SWIV* in October. The first **Storm** arcade conversion, around September time, is *Saint Dragon*. Taken from the **Jaleco** coin-op, you're the pilot of a futuristic spacecraft shaped like a giant dragon on a quest to rescue a real fire-breathing reptile: six levels filled with alien uglies stand between you and your pal, but fear not — there are heaps of power-ups to enhance your weaponry. The other two coin-ops on the cards are *Big Run*, a teeth jarring rally racing game and the seriously cute *Rodland*. Here you play either Tam or Rit, two magic wand wielding fairies who are sent on a very dangerous mission.

## TARDIS-LIKE LARKS!

● After programming **CRASH** Smash *Hammerfist*, Watford based super team (or so they say) **Vivid Image Design** are well on their way to completing *Time Machine*. Play the part of a white haired professor who escapes brutal terrorists by going way back in history in his time machine. He enters several time zones, in each of which he must help evolution along its proper path. Shades of *Back to the Future*? Well, it's an arcade/strategy extravaganza and we'll be bringing you a preview in the next couple of months!

## VERY HORRID

● Watch out because **Hagar**'s about! Yes, that part-time lunatic Viking from the popular press and full-time lager lout (how does the **Skol** song go again..?) is soon to be unleashed on a Speccy near you. *Hagar the Horrible* will be released in September, and the game will follow the misadventures of this lovable rogue and all his motley friends. Programmed by a German team called **Kingsoft**, **The Software Business** will be marketing *Hagar the Horrible* on these shores. Now what's Norse for 'It's your round'?

# STARDOM FOR MOLE

● After starring in several games for **Gremlin**, **Monty Mole** is set for media heaven. **Marketing Trademark Consultant**, one of Londons top character licensing companies, has taken our rodent pal under its wing. The plan is to make Monty an established cartoon character along with such greats as **Mickey Mouse**, **Donald Duck**, **Pluto** etc. But the first step will be to produce Monty Mole merchandise, so expect to see Monty Mole boxer shorts, toys, books, mugs and comics very soon.






# COMIX

**Read all about it! Mark Caswell checks out the latest on the comics scene.**

## THE X-MEN - GOD LOVES — MAN KILLS

**Marvel, £5.50, One Off**

Mutants - people gifted with unique **Factor X** in their genetic make-up. Some use their powers for evil, others help mankind but are shunned by 'normal' people — **The X-Men**: **Colossus**, **Wolverine**, **Cyclops**, **Storm**, **Ariel** and **Nightcrawler** in this story. The line up of the X-Men has changed many times over the years, keeping abreast of the times, and they're still one of the most popular **Marvel** teams around.

In this early 80s story **The Purifiers**, a fanatical religious group lead by **Reverend William Stryker**, hunt down and kill mutants. Our band of costumed vigilantes are prime targets, especially when Stryker kidnaps their mentor **Professor Xavier** and brainwashes him into murdering his 'children'.

*God Loves - Man Kills* is a classic tale of mankind's fear and loathing towards anything strange or different. You really do find yourself cheering the mutants and booing the Purifiers, a graphic novel well worth the asking price.




## SILVER SURFER - THE ENSLAVERS

**Marvel, £10.50, One Off**

**Marvel** boss **Stan Lee** claims *The Enslavers* took almost ten years to create! It's very pricey, but full of glossy colour pages with very natty hard cover - the sort of thing to ask for at Christmas.

The **Silver Surfer** was once a mere mortal, **Norrin Radd**, who to save his home planet from the omnipotent **Galactus** agreed to become a metallic cosmic powered hero.

In *The Enslavers* a huge alien ship threatens Earth. The Silver Surfer is plagued by nightmares where all his friends including his true love **Shalla-Bal** have been enslaved. He soon discovers this is fact: Earth's heroes have fallen before the might of **Mrrungo-Mo**, ruler of the space fortress. Can the Silver Surfer save mankind and more importantly Shalla-Bal? Not bad, but ten years in the making?




## STAR TREK ANNUAL

**DC, £1.85, One Off**

This slightly thicker version of the *Star Trek* monthly comic is a tale co-written by **George Takei** (**Mr Sulu** in the series). The crew of the **Enterprise** are summoned to problem planet **Datugad**: For years it has produced **Trimanium**, artificial substitute for the **Dilithium Crystals** used to power starships. Years of exposure to the chemicals used in the process have turned the population into walking time bombs sadly prone to spontaneous combustion.

The plan is to create a test tube colony away from the infected planet, but a radical group on the planet's surface want no part of this and take the scientific team and its leader **Dr Kohwangko** hostage. **Captain Kirk** and crew are powerless to help, but Mr Sulu goes rogue and heads to the rescue: Ms Kohwangko is an old flame of his!

The inevitable flashbacks of the love story disrupt the story's flow a little but the characters push doggedly onwards. Worth a read.

**Another trip into picture strip land next issue!**

# LIVE CIRCUIT

# COMPO WINNERS SPESH!!

**Issues 74, 75 and 76 were packed with compos and finally here are the winners! Have you been lucky this month? Find out...**

**First off, let's check out the winners for the *Crazy Rainbow Islands Compo* when** Ocean **provided the winner with a Ghettoblaster.** The lucky bod was **Mark Sheehan**, Brighton BN4 2HG. **Hurrah!** And the 20 runners-up who each receive a copy of Rainbow Islands are: D Russell, Leicester LE2 9AJ; Stuart Manley, Christchurch BH23 8BD; Janiv Jalda, Leeds LS9 6SS; Matthew Halfpenny, Bromsgrove B60 4DR; Adam Sisson, Nottingham N93 5RG; Oliver Kitson, Driffield YO25 9QQ; Louise Davison, Newcastle NE5 1SR; Glyn Jones, Anglesey LL61 5AQ; Andrew Lees, Stockport SK7 1LX; Tom Farmer, Reading RG8 0SG; D Collins, Birmingham B25 8TX; Simon Ponsford, Corsham SN13 9UU; Alan Wheeler, Milton Keynes MK6 2DX; Paul Smith, Solihull B91 3NE; Steven Appleton, Coventry CV8 3HN; Lawrence Pycock, Kent ME17 4QB; Stuart Hickey, Kirkintilloch G66 3LJ; Iain Sharkey, Leeds LS6 4NF; Christopher Wilson, Angus DD7 6DP; John MacDonald, Glasgow G60 5NA.

**Next up is the *Chocks Away With This P-47 Compo* for which** Firebird **are coughing up a Video Recorder, a P-47 video and a Firebird T-shirt for the winner who is** Malcolm Sims, **Canterbury CT1 1YF**. Don't despair — there are three second prize winner who each receive a copy of the P-47 video and a T-shirt and they are: Sharon Wright, London NW7 1BW; Ross Jackson, Kirkcaldy Scotland; Peter Aston, Pershore WR10 3HB. And for 20 runners-up, there's a T-shirt each: David Hunt, Derby DE3 5RD; Alex Tolmie, Moray IV30 7UX; V Collis, Whitchurch RG28 7HR; Lee Ellison, Stockport SK8 6LQ; Mark Evans, Birmingham B44 9DM; Mark Gowland, Peterlee SR8 5JW; Matthew Wiggins, Fleet GU5 9TS; Ronan Lumb, Norwich NR8 6SL; Robert Burningham, Cranleigh GU6 7JU; Andrew Ollett, Gilberdyke HU15 2XH; Paul Geddert, Bicester OX6 7PF; Mark Brown, Alford LN13 9JD; James S Watson, Carlisle CA2 5XB; Zita S Goncalves, London SW16 6SQ; Christian Inglis, Hull HU10 6PS; Robert Rogers, Peterborough PE1 2LZ; Paul Spencer, Romsey SO51 8RN; Christian Nicholls, Bath BA3 2BX; Simon Ling, Tregaron SY25 6UW; Daniel Parkinson, Wirral L47 9RU.

**Last month's *I'm No Potato But I Want That Jacket Compo* from** Gremlin **brought in stacks of entries — very well drawn too! But the first prize winner who gets a black leather jacket with a screen print on the back, a T-Shirt and a copy of Impossamole is** Perry Fields, **Exeter EX4 1RH.** 15 second prize winners who receive a copy of Impossamole on Spectrum cassette and a t-shirt are: Adrian Holtby, Pickering YO18 8BQ; Robert Shaddick, Barnstaple EX31 2EA; Wayne Fagg, Sittingbourne ME9 7JX; A Smith, Spalding PE11 2PR; Cameron Taylor, Clacks FK10 3PB; Kristofor Cuthbert, Edinburgh EH10 4HR; Louise Fitzhugh, Worcester WR5 3EP; Lucia Colella, Oxford OX4 5JA; Brian Heath, London E17 6BJ; Paul Banyard, Harlington LU5 6LX; Daniel O'Neill, Liverpool L18 5HQ; Daniel Dupree, Basildon SS16 5DT; S Aquilina, Eastleigh SO5 7EZ; John Stevens, London SE9 3RH; Ben Hales, Doncaster DN4 9BS.

And the 10 runners-up who receive a copy of the game are: Brett Jordan, Newcastle-upon-Tyne NE3 3BB; Chris Roberts, Wrexham Wales; Daniel Heathcote, Sutton-in-Ashfield NG17 4BY; Myles McCallum, Dundee DD2 3TY; Ian Naylor, Aughton Lancs; Alan Hay, Barnsley S75 6DE; Andrew Albertis, Glasgow G32 7DB; Laura Woodward, Bristol BS19 2TP; J M Brand, Orpington BR5 3HH; Christopher Tiangga, Woking GU21 2PB.

Then it's **Microstyle**'s *Black Belt Here I Come Hotline Compo* from Issue 76. The winner, who receives a set of ten **Martial Art Lessons** (at their local centre) and a **Microstyle Goodie Bag** - watch, sunglasses, a frisbee, a credit-card wallet, and a poster is: **Gregg Cormack**, Aberdeen AB2 8TA. **Hurrah! And the nine runners-up who receive a Goodie Bag each are: Thomas Vanner, Lisburn BT28 3EB; Kenneth Diamond, Glasgow G41 2ET; Lorraine Jones, Leeds LS9 0EE; Ian Simpson, Gosport PO12 4RR; Carl Davies, Pembrey SA16 0UT; Paul Hendon, Newcastle ST5 3AN; Kevin Teece, Bourton-on-the-Water GL54 2EH; Colin Davison, Newcastle NE5 1SR; P Render, Dewsbury WF13 3RZ.**

No luck there? Have a gander at the results of **Thalamus**' I'm All Charged Up And Ready To Win The Thalamus Compo from issue 76, maybe you're in here! Well, the winner who receives an **Eye Of The Storm**, a **Thalamus t-shirt** and a copy of **Delta Charge!** is **David P Dunne**, Stoke-on-Trent ST7 1SF. Congrats! And the 20 runners-up who each receive a copy of Delta Charge! and a t-shirt are: David Simpson, Dewsbury WF12 7PQ; Ian Sotheran, Durham DH6 3AF; Andrew Dungey, Penryn TR10 8QJ; Andrew Whibley, Brighton BN1 7FA; Ian Cornick, Southampton SO1 0LY; Dale Pellatt, Cambridge CB5 9PT; Howard G Crook, Preston PR7 5QP, James Hollyhomes, Kent CT7 1QT; Sean Lewis, London SE26 6LD; Jamie Vining, Ryde PO33 4SB; Tommy McCrae, Fort William PH33 7EB; Peter Ives, Coventry CV2 3AQ; Chris Riley, Shipley BD18 1AR; Nicholas Williams, Kemnay AB56LN; Clive Churchyard, Thetford IP24 1NJ; Stuart Tolmie, Airdrie ML6 6NR; Allan Stevens, Rainham RM13 9XJ; Sinbad Nagie, Clonmel Ireland; Cathy Candlin, Clacton-on-Sea CO16 9AY; Gavin Bruce, Aberdeen AB1 5TS.

**Phew! That's your lot for this month. Don't miss out on any of CRASH's fab 'n' brill top prize compos — your name could be in with the winners!!**



# CLASSIFIEDS

## ● FOR SALE

**Spectrum +3.** Perfect condition, dozens of games on disk inc. Bubble Bobble, Target Renegade etc. Price £100. (0253) 41417 after 6pm.

**Absolutely tonnes** of Spectrum software going pretty cheap. I'll tell ya! Gazza's Soccer, Dragon Ninja, Football Manager Two etc. Send sae to Stu Ellis, 10 Duddon Drive, Walney Island, Barrow In Furness, Cumbria. I promise you will be satisfied.

**Crash back issues!** Complete set, from issue 1 - 65 with binders and index. All in good condition only £100 ono. Contact Paul Waterman, 68 Southampton Road, Fareham, Hants, PO16 7EA or phone (0329) 232787 after 6pm.

**Technical Research** 5 DD disk interface for 48k Spectrum + 22 disks and library case £80. Ring 0707 269196 evenings only.

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## ● MISCELLANEOUS

**Freaky Footy!** An Icon driven football strategy game with highly acclaimed graphics, music to funk to, scintillating speech and positively psychedelic playability - A game to wow your brain!!!! Only £5 : A Remic, 55 Stanley St, Ramsbottom, Bury, BL0 9JG.

**Pokes, cheats** and tips for Spectrum 48/128K, on 24 pages of A4 paper. Send £2.50 cheque or P.O. To John Haining, Arran View, Somerville Street, Catrine, Ayrshire, Scotland, KA5 6QB.

**Programming service.** (Spectrum and QL!) Programs written to your requirements, games, utilities, educational, any type of program. Contact R Johnson, Fantasy Software, 43 Russell Road, Gravesend, Kent, DA12 2RT. Tel: (0474) 323247.

**Just arrived**, over 1000 pokes. Yes over 1000 pokes for your Spectrum. Send a SAE with only £1.60 to S Freeman, 31 Durham Crescent, Washingborough, Lincoln. Hurry while stocks last!

**'Fruit machine'** (48 or 128) our 5th! All the superb features of the arcades! Including gamble, holds, nudges, feature, stops, screen holds, 10, 20 or 30 credits, 3 skill levels, great colourful graphics + more! only £2.99! (cass). V Vity, (CR78), 11 Willow Gr., Bare, Morecambe, Lancs, LA4 6JJ - order now!

**Lower price!!** 'Laser War' - Gladius's totally addictive 1 or 2 player games based on the 'Tron' arcade & film theme! Includes screen designer for endless variation! Only £2.99! (Cass). 'Excellent all round entertainment. Chic Computer CLub - May 90; V Vity, (CR 78), 11 Willow Gr., Bare, Morecambe, Lancs.

**2 for the price of 1!** 'Spi-Droid' and 'Knockout' on cassette for only £2.99! Over 100 already sold! Vinsoft + Gladius's new quality control assures that you get quantity, quality, value and an after sales helpline! V Vity, (CR78), 11 Willow Gr., Bare, Morecambe, Lancs, LA4 6JJ.

**+3 owners!** Vinsoft's 'Knockout' and 'Spi-droid'. Both for £4.99! Gladius's 'Fruit Machine' and 'Laser War' - £4.99 each! Both £6.99! All above four £9.99!! All on +3 disk inc 1st class p&p! V Vity (CR78), 11 Willow Gr., Bare, Morecambe, Lancs. PS 'I was hot in MA Tractor.'!?!

**Unlock your** multiface 3 programs. Load them independent of your multiface 3. For details send S.A.E to: T Summerfield, 27 Baysdale Road, Ashby, Scunthorpe, South Humberside, DN16 2QE.

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## ● USER GROUPS

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## ● WANTED

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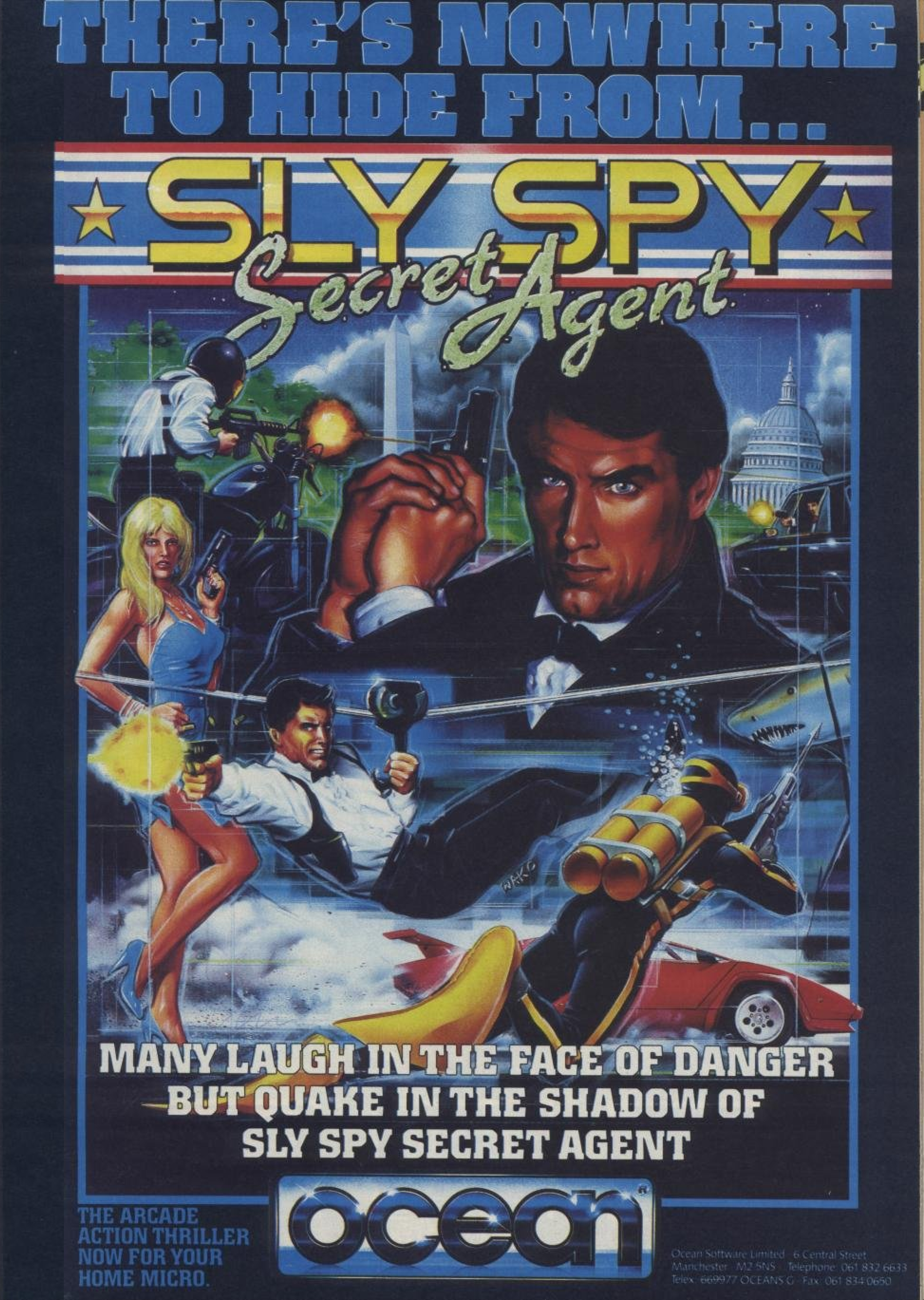
# END OF THE LINE!

**Sorry, folks, CRASH is discontinuing its Classified Section.**
**In an effort to back ELSPA, the European Leisure Software Publishers' Association, and FAST, Federation Against Software Theft, in their very worthwhile fight against software piracy (grrrr!), NEWSFIELD has regrettably decided that too many ads which are potentially peddling pirated tapes are getting onto the pages of your fave mag.**
**It's difficult for us to safely judge the honest intentions of an ad, and while we know 99% of CRASH readers are nice anti-piracy kids and don't want to hurt their feelings, we're sure you'd all agree to the motto better safe than sorry. We all want the software industry to continue giving us the great product we enjoy now, and piracy threatens its existence!**
**Small software houses and other legitimate businesses, who have up to now made use of the classifieds are invited to ring Neil and Sarah on 0584 875851 to find out how little a small ad in CRASH can cost. Make that call, do business!**


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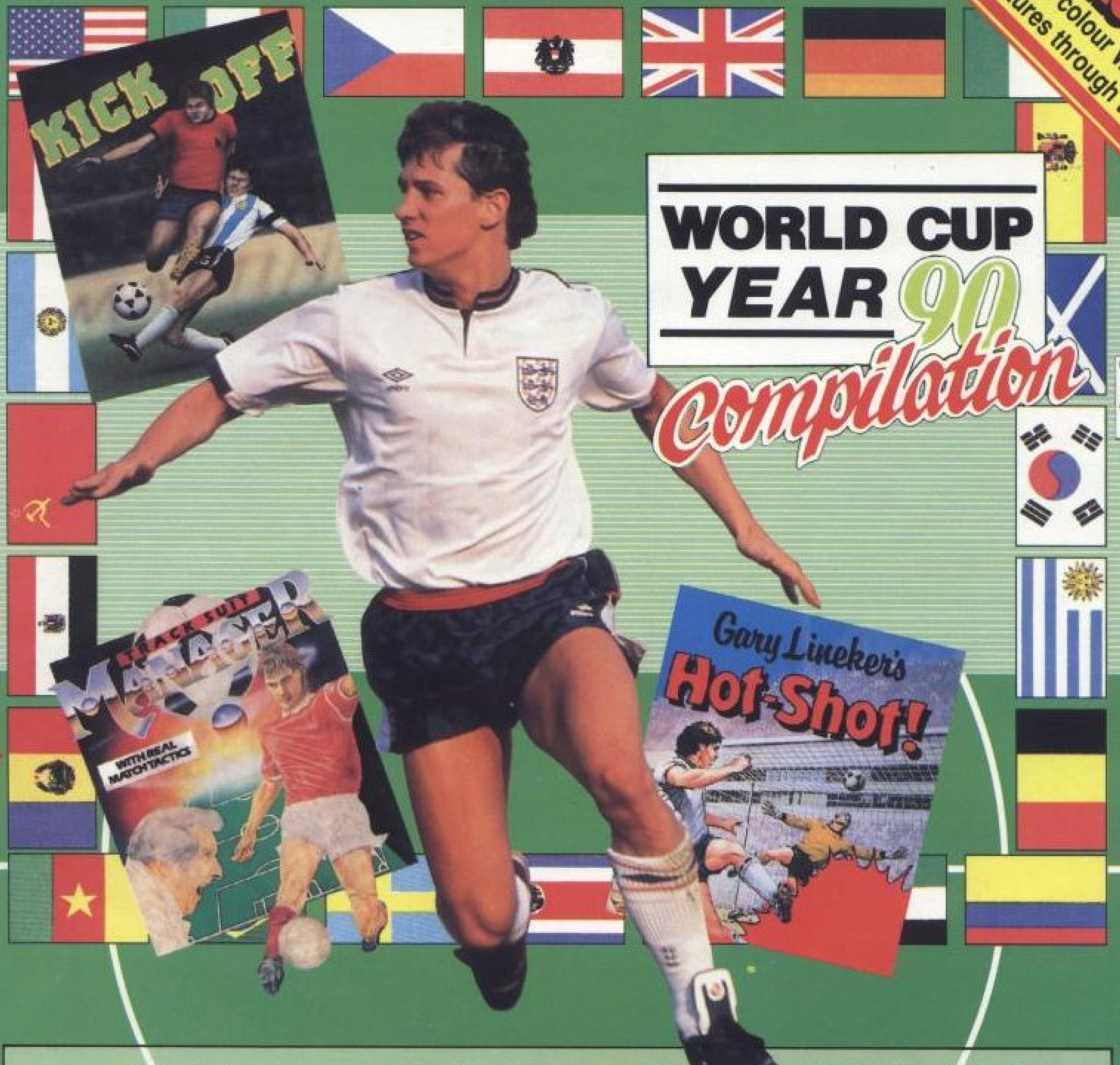


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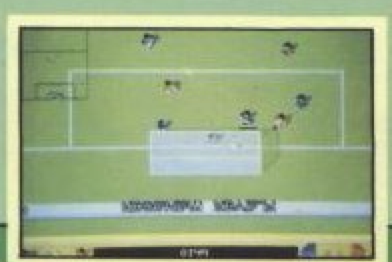
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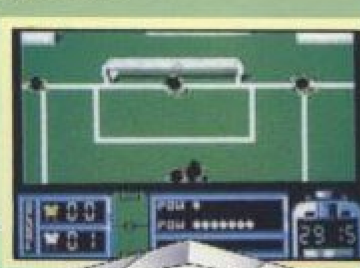
"The best ever football managerial game ever, in the history of the World" C & VG 9/10

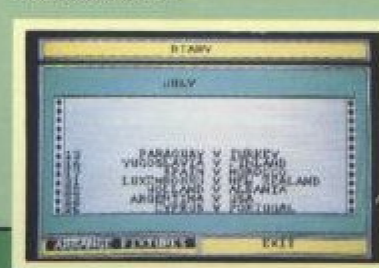
The ultimate management game" Ace Rated 929

"Easily the best of its type" Zzap 64 89%

"The best ever managerial game" Sinclair User Classic 93%



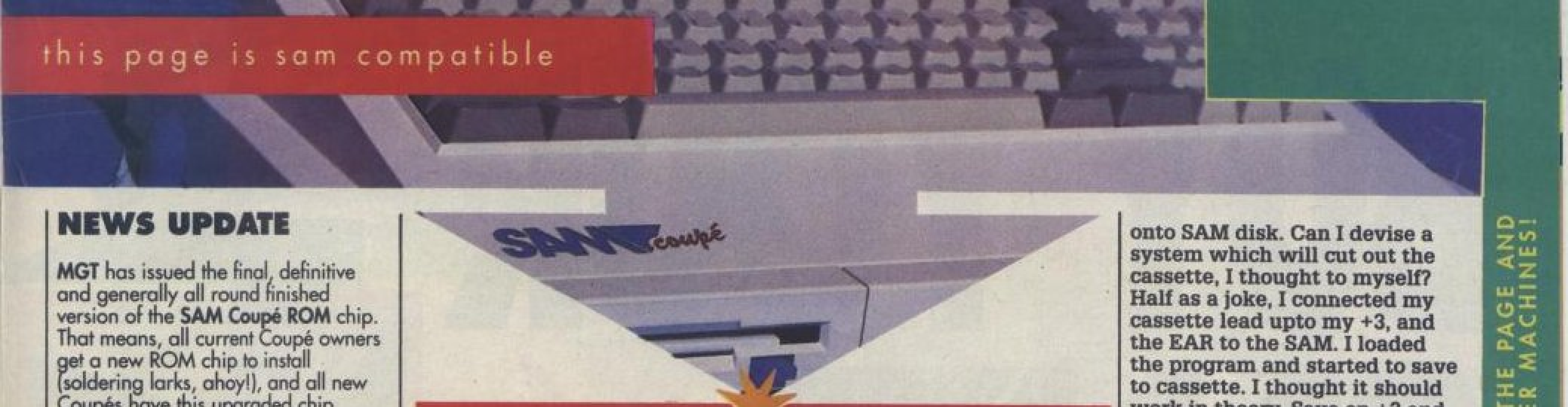




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## NEWS UPDATE

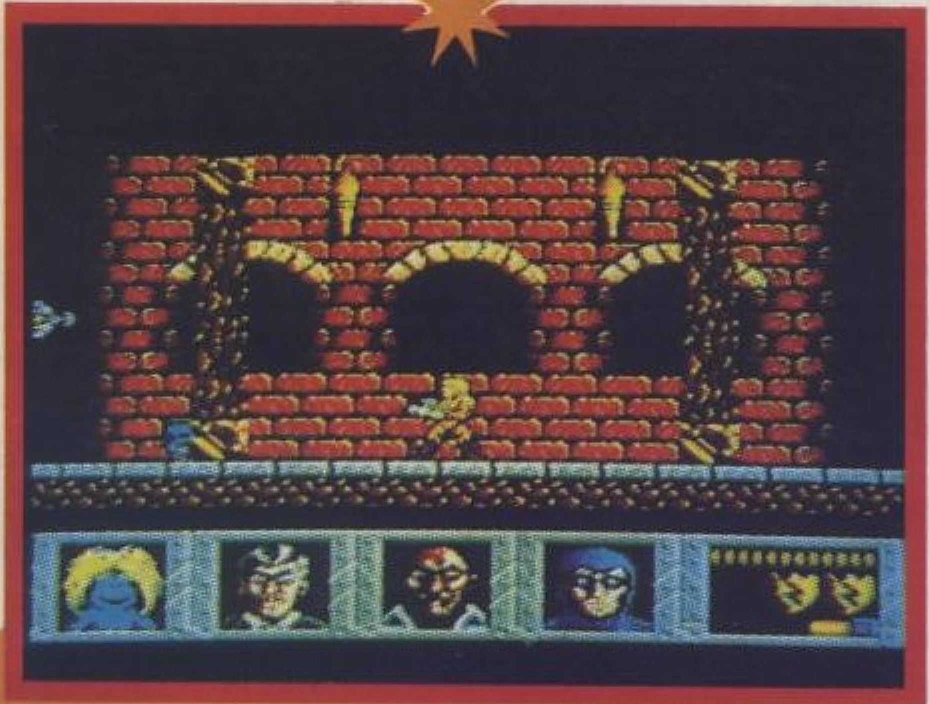
**MGT** has issued the final, definitive and generally all round finished version of the **SAM Coupé ROM** chip. That means, all current Coupé owners get a new ROM chip to install (soldering larks, ahoy!), and all new Coupés have this upgraded chip inside, with all the problems and bugs in the original ROM cured.

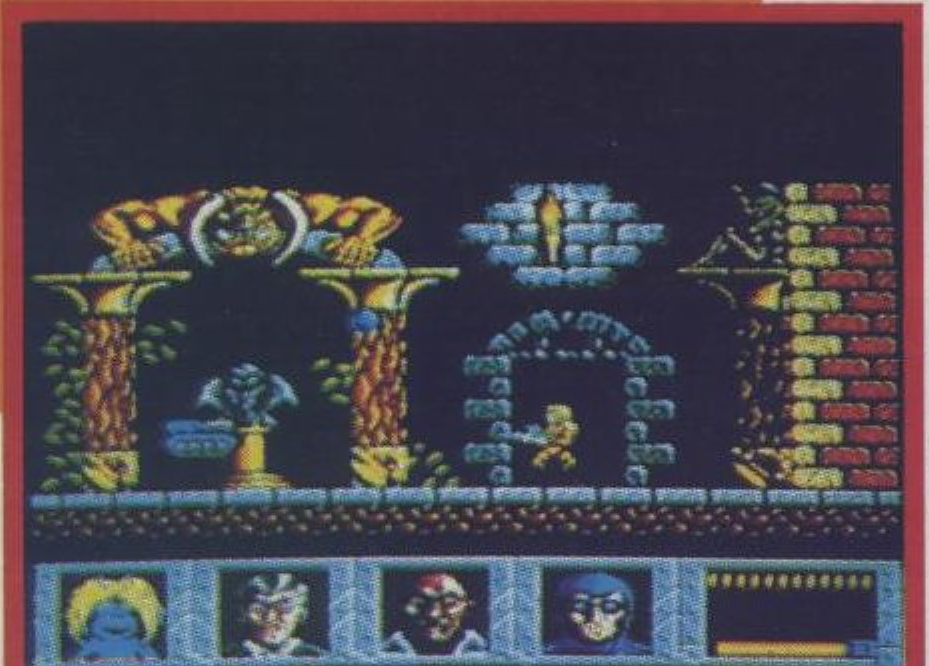
Also there's a new issue of **SAMDOS**, the disk operating software. This upgrade on disk has been issued free by MGT — however should there be any further upgrades don't expect MGT to be quite so generous!

To complete the jigsaw, MGT have just sent out the latest version of the **Spectrum Emulator** making even more Speccy products **SAM Compatible**. And while on the subject of compatibility you'll be pleased, nay ecstatic, to know that **Ocean** have confirmed that all future Speccy releases will be SAM Coupé compatible! Hurrah!

## SAM SOFTWARE: NEXT MONTH

Don't miss out on next month's **SAM Update** — we'll be taking a look at the the first batch of SAM Coupé specific software. For now, **CRASH** can reveal screen shots of the very first **SAM Coupé specific** game — **Enigma Variations'** *Defenders of the Earth*. The Speccy version's reviewed this month, and we'll review the Coupé version next issue. For now, feast your eyes on these screens...





**And the rest to thrill your socks off are:** *Kick Off II*, **Anco**, *Defenders Of The Earth*, **Enigma Variations**, *World Boxing Manager*, **Goliath**, *Snoball In Hell*, **Atlantis**, *Fun School II*, **Database**, *The Race*, *3D Snooker* and *Superleague*, **Players**, *Play It Again Sam*, **MGT/Fissionchip**, *Desk-Top Publisher*, **PCG**, *Puncman*, *Spanish Gold* and *Granny's Garden*, **Rickitt Educational Media**. Review special, ahoy!

## LLOYD MANGRAM'S SAM COUPÉ FORUM

Bit of a change for the forum — I've got pictures to show this month, as well as words to read. Yes, the response to the plea for you to show off your Coupé art skills has been great. Works of art, created using the Coupé art package *Flash!* have piled up and, interestingly the majority arriving on disk — nice to see you lot are getting your drives fitted. Sadly, we can only print what space allows (ie: not many pictures at all), but keep sending 'em in — you may see your creations in print! Words and pictures to me — that's NEWSFIELD, LLOYD'S SAM COUPÉ FORUM, CRASH, LUDLOW, SHROPSHIRE SY8 1JW.

■ I want to know which disks the Sam Coupé with disk drive use. It seems to me that there is not a lot of point in buying one if there are no programs on disk. I was going to buy a Speccy Ò3, but we asked for one at a computer shop and they said they hadn't been made since Christmas!!! I'd get the Coupé if I knew that there was going to be disk software soon (like next month).
William Scott, Alvechurch B48 7DD

The Coupé uses 3.5 inch disks, but as yet software houses have made no promises regarding availbility of Coupé software on disk.
LM

((MARKIE:: PIC FOR THIS))))

■ I am writing because I have made rather an interesting discovery. When converting a word processor I had written from the +3 to the SAM, I was annoyed to have to copy the program from disk to (unreliable) cassette to load onto the SAM, and then save onto SAM disk. Can I devise a system which will cut out the cassette, I thought to myself? Half as a joke, I connected my cassette lead upto my +3, and the EAR to the SAM. I loaded the program and started to save to cassette. I thought it should work in theory. Save on +3 and load on SAM. It didn't work. With a flash of inspiration, I swapped EAR to MIC, and tried again. The signal was picked up and the program translated. I have supplied a diagram and operations sheet with this letter.

Another discovery I made while experimenting, was the ability to load 48K programs directly into memory without opening a SNAPSHOT file. Connect your equipment up as before, and load up the header program onto your +3. If possible make the program load all relevant code, and begin to save the program to tape. Then, on the SAM, BOOT UP, Load 2, press 5, select the Emulator, and press (ESC).

Type NEW, then DEVKET — then MODE 1. As it is a code file, press F8, or LOAD""CODE. Watch the program down load. Write a program which loads all relevant code and autoruns. Save this as either 'LINE 5' at the end of the load instruction, or as AUTO X. To run the program, use either the CALL or the RANDOMIZE USR command. As long as the program is compatible, you shouldn't encounter any problems.

I will answer any questions put to me about the SAM or +3.
James Wightman, 8 Sherwood Walk, Aldridge, Walsall, W.Mids WS9 8BT.

■ I am very confused! In the March issue of CRASH somebody wrote into you about the Sam Coupé and said when they got it they loaded up *Batman the Movie* and it worked, and in the following issue somebody wrote in and said they tried to load it but it didn't work. I happen to own this game and I am very interested in the Sam Coupé, so what I'd like to know is does it work or doesn't it?? I also wish to know if it is possible to load games on the Sam Coupé from a normal personal stereo??
Steven Herron, Northumberland NE71 6AG.

Like the Speccy (except +2) the Coupé uses an external tape player to load in data. *Batman* will work using Patch 3 but is sensitive, so a decent reliable tape player is a must.
LM

Keep on SAMing and look out for more letters next issue...

PSSST! HEY PUNK! WANNA OWN YOUR OWN SAM? WELL TURN THE PAGE AND FIND OUT THE DETAILS ON HOW TO GET ONE OF THESE WONDER MACHINES!

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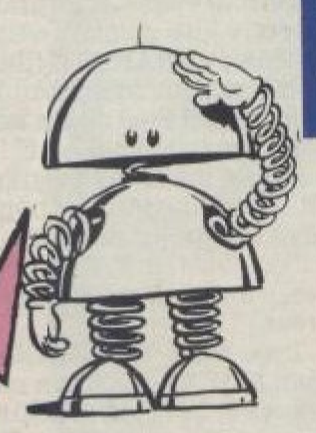
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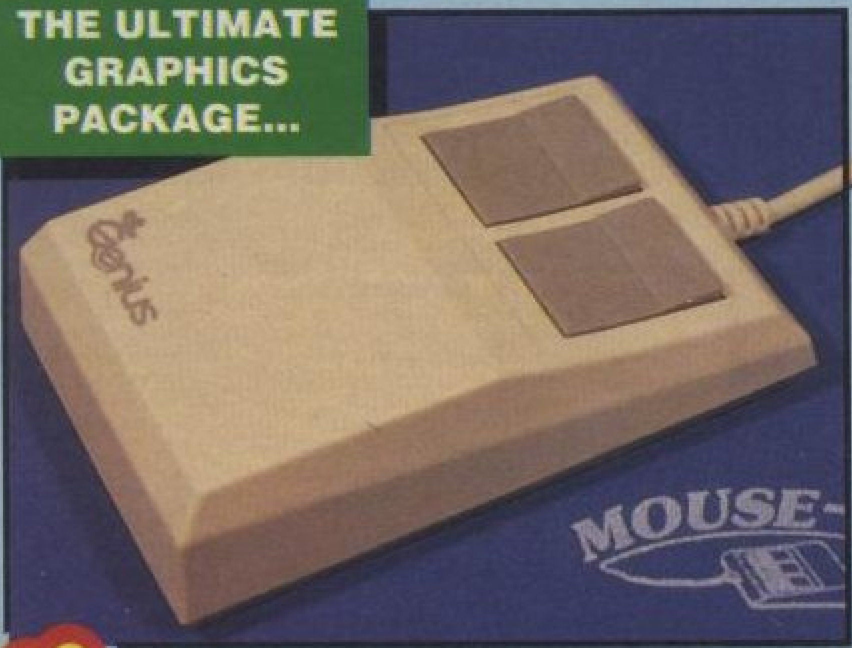
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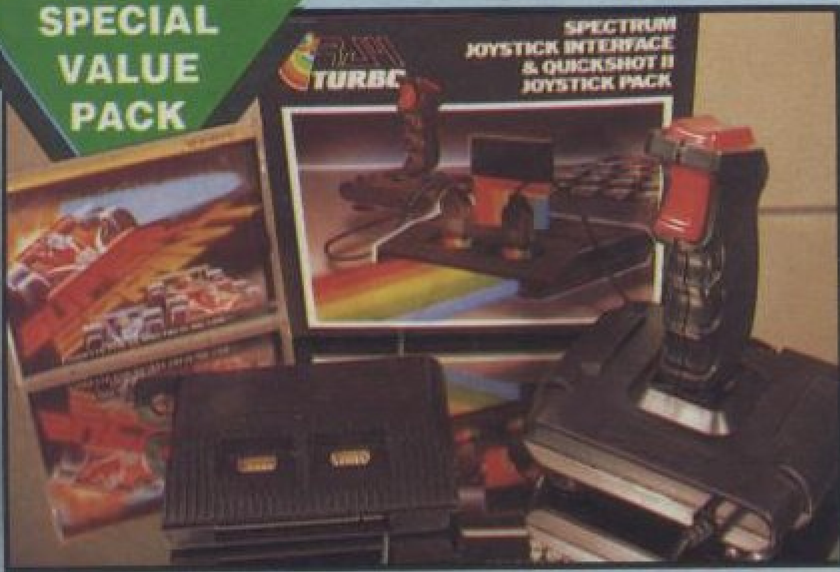
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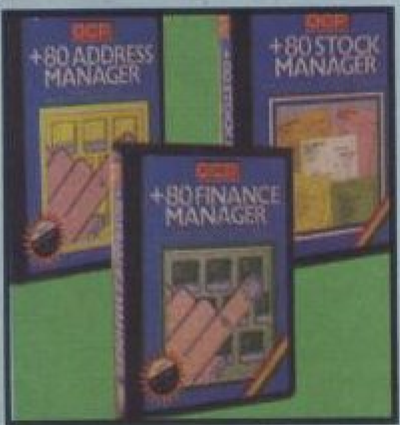
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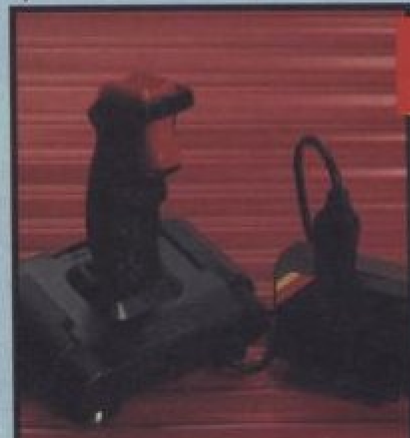
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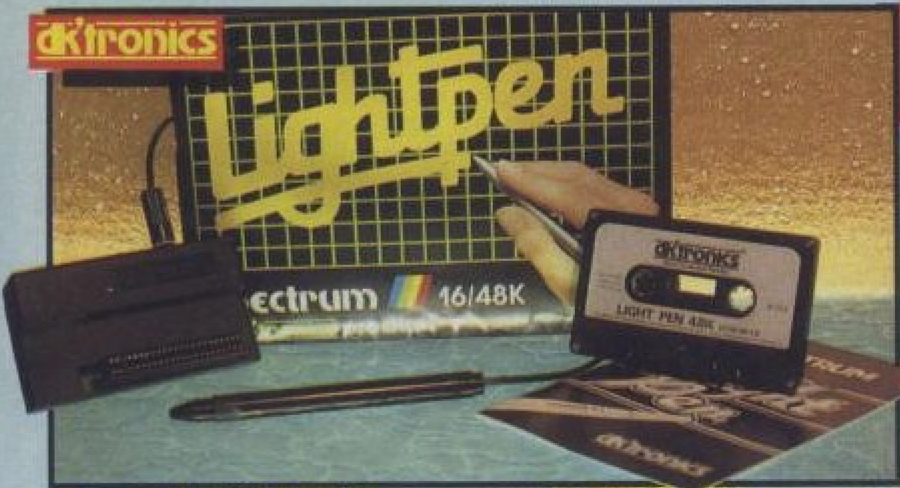
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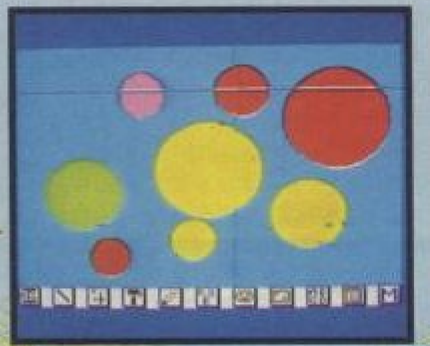
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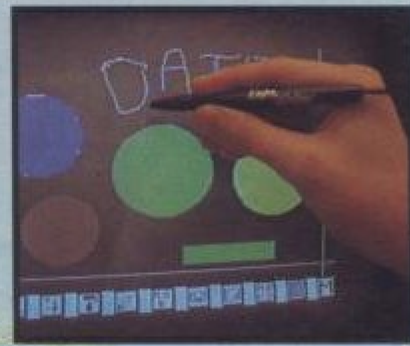
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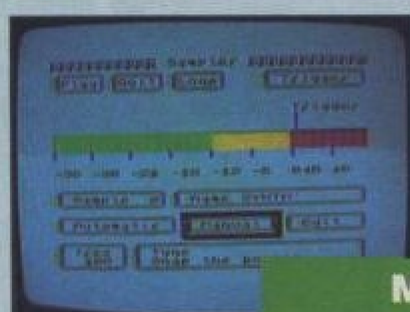

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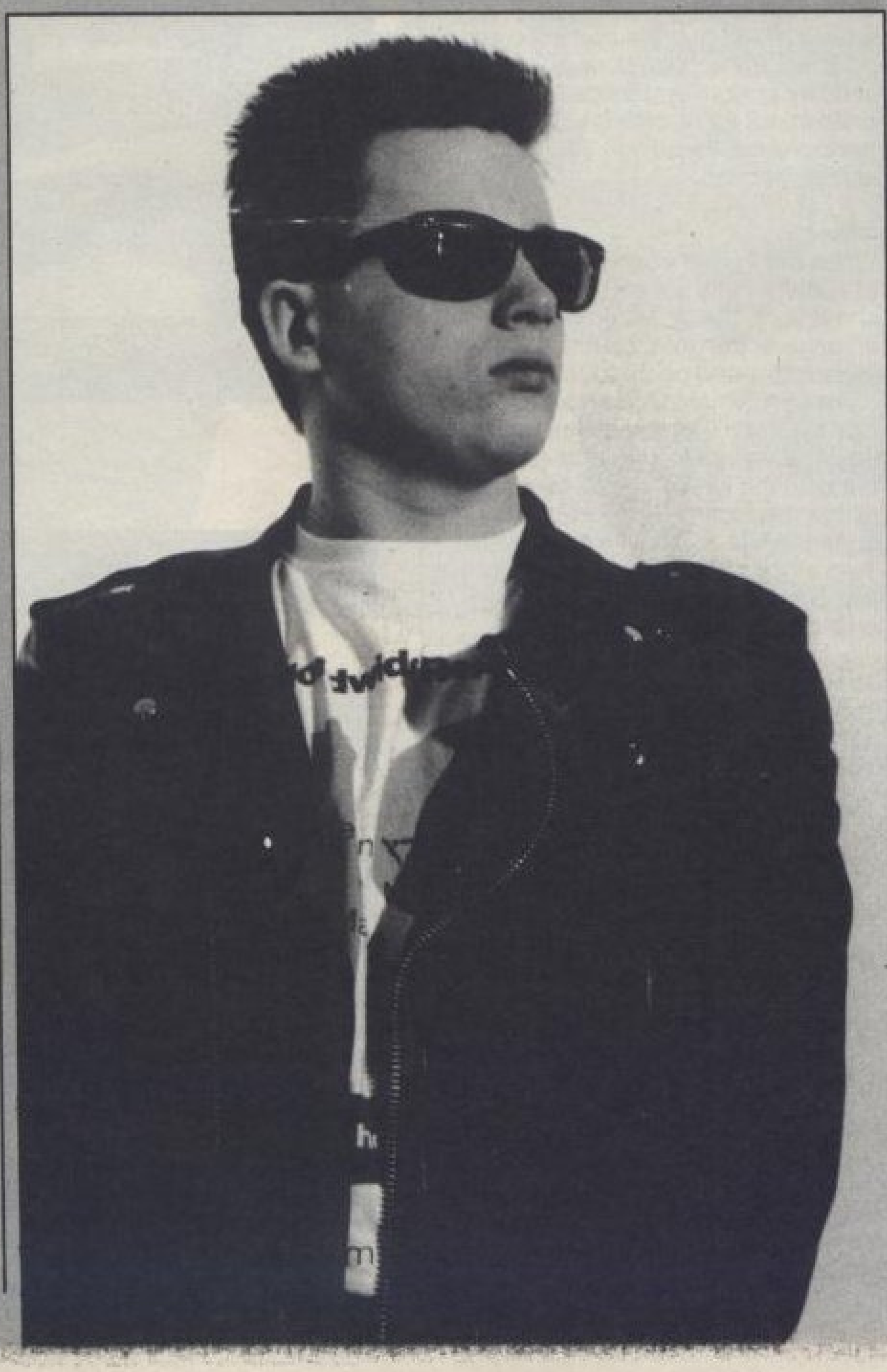
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# Nick's PLAYING TIPS

**Brmmm, brmmm! Yes guys and gals, guess what? I've finally got my car back: poor old Betsy the black Metro has been in her hospital bed for six weeks suffering from a bash up the rear (ooo, don't!). I've been taking her grapes and chocolates to cheer her up every weekend though — there's quite a smelly mess in my boot now: all that melted chocolate and fermenting fruit, it looks like tea time at the Caswells! One thing I've learnt — next time I see a big bully BMW I think I'll hide and not bash into it!**

**Tips galore this month. I've been sent so many long solutions to games that I've had to split some of them up to run in two issues. I bet you like being kept in suspense! The £40 software prize goes to** Daniel Leach **of Ilford in Essex for his solutions to** *Hammerfist* **and** *Dan Dare III*. **The games are whisking their way to you as I type, Daniel. As well as those offerings I also have the complete low-down on the new** *Pokemania* **and a cascade of cheats. So get stuck in to this lot...**



## RAINBOW ISLANDS

**Continuing on from Issue 76 here are more tips for that brilliant game,** ***Rainbow Islands*****. The continuation has come in from** Mark Currie **of Liverpool.**

**General Hints and Tips**
One: You can use your rainbows to walk through walls by firing them through the wall and walking over them.
Two: You get an extra life by getting all of the diamonds on an island.
Three: To get the diamonds, you must a) fire a rainbow over a baddy and break it so it lands on him or b) use one of the magic objects.

**Magic Objects**
Red necklace with a dot at the bottom (not normal red necklace): Get this and whenever you jump, stars fly off you in all directions.
Blue necklace (as above): Get this and weird stars fall from the sky killing the baddies.
Small leaf: Makes a spinning thing fly around you.
Yellow box of wings: Makes you grow invincible for a short length of time.
Cup of destruction: Kills everything in sight (except you).

**RAINBOW ISLAND 3 - Monster Island (continued)**
**Round 12:** Take your time on this round, but watch out for the bats. Don't miss anything out: try to kill all of the baddies on a platform with one shot.
**The Big Baddy! - Dracula**
As soon as you reach him, jump onto the furthest right platform in the middle. Face Dracula and fire loads of rainbows. When he moves a bit closer, jump on them and he should die.

**RAINBOW ISLAND 4 - Toy Island Toys**
Bouncy boxing gloves: These act in the same way as the skeletons on Monster Island.
Spinning faces: These spin around the island at random. Watch for them coming from the top of the screen.
Spinning coins: These just spin from left to right and are easy to kill.
Giant faces in circles: These bounce around at random but very soon home in on you.
Water pistols: These move from left to right firing water at you. Kill them just after they shoot.
'Telescopic tweezers': These are easy to kill. Just jump up behind them and shoot.
**Round 13**: Watch out for the boxing gloves and spinning faces. Try to shoot them straight away.
**Round 14**: This has all the baddies of round 13 but has the extra giant faces and water pistols. Just shoot 'em all!
**Round 15**: This round also has 'telescopic tweezers'. You need to watch out for the giant faces when there is a large area of sky. Try to stay in the middle.
**Round 16**: This is much the same as round 15, but watch out for boxing gloves landing on your head.
**The Big Baddy! - Giant Face**
As soon as you get here, stand under the middle platforms and fire loads of rainbows. When he goes through them, jump on them. This should waste him. Turn round and do the same again. Continue this until he is dead.

**RAINBOW ISLAND 5 - Doh's Island**
**Doh's Troops**
Diamonds: These come in top of screen and go out bottom, but they go though platforms and destroy your rainbows.
Everything else on the island does pretty much the same thing: bounce around the screen getting in your way. These things are: spinning cones, spinning cubes, spinning pyramids, spinning balls (ooo-er) and spinning things that are impossible to describe.
**Round 17**: This round features the cones, cubes and pyramids. You need to look out for them because they blend in with the background.
**Round 18**: This round features the things in round 17 but also the undescribable objects. Don't bother trying to shoot them all, there are too many and it's too hard.
**Round 19**: The extra enemies in this round are the balls and the diamonds. A good way to do this round is to stay at the right hand side in the section numbers, but watch out for those diamonds.
**Round 20**: There are no extra baddies here, but it's better to try and get to the top as quickly as possible, avoiding things instead of shooting them all.
**The Big Baddy! - Doh Himself**
Doh just sits at the top, firing waves of diamonds at you. Stand a bit to the left of him and when he fires diamonds, run over to the right, jump up and fire at him. As you land he will fire more diamonds so repeat this, but going in the opposite direction. Repeat until he is dead.

**RAINBOW ISLAND 6 - Robot Island**
**Robots**
Normal robots: These walk from left to right firing at you.
Flying helmets: These are fast moving critters that home in on you. Blast them.
Bouncing screws: These move in the same way as the boxing gloves on Toy Island.
Spinning spanners: These spin around the island trying to kill you.
Bolts: These move left and right, falling off the edge of platforms but homing in on you after a while.

**Round 21**: On this round you must watch out for the helmets coming down on top of you. Try to stay in the middle of the screen as there are less enemies there.
**Round 22**: Here you must keep a sharp lookout for the bolts and shoot them quickly or they will home in on you.
**Round 23**: Watch out for the three helmets on this level which attack you right at the start. Go to the left, turn around and blast them.
**Round 24**: Watch out for the helmets and spanners on this level but otherwise it's easy.
**The Big Baddy! - Giant Robot**
Stay in the middle, facing right and fire loads of rainbows. When he's on the edge of them, jump onto them and he should be destroyed.

**RAINBOW ISLAND 7 - Dragon Island**
**Baddies**
Bouncing knights: These move the same way as boxing gloves and screws.
Dragons: These fly through platforms firing shots at you.
'Mr Potato Head' men: These walk left and right firing at you.
Blobs: These move from left to right falling off platforms until they get to the bottom.
Ghosts: These just drift around the screen being ghosts(!)
Walking knights: These do the same as the potato head men.
**Round 25**: Watch out for the dragons at the start of the round. You can block their shots with your rainbows.
**Round 26**: At the very start of this level some blobs will fall on top of you if you're not careful. Try to avoid them.
**Round 27**: The bouncy knights and dragons are the pain in this round. Try to stay to the right to be ready for them.
**Round 28**: Go quite slowly on this round and kill as many enemies as possible. You needn't bother killing the blobs.
**The Big Baddy! - Giant Dragon**
As soon as you get here, jump onto the lower left platform and fire, facing the dragon. When he shoots at you, jump on the rainbows and over him to the right of the screen. When he shoots at you again, run under him and turn around. Fire lots of shots, and when he goes down so that only his head can be seen, jump on the rainbows. This should kill him.

**THE END! Now read the message and wait for the note from the Rainbow Islands inhabitants.**

## POKEMANIA

**Fear not all you slaves to the poke. The maister hacker,** Graham 'TURBO' Mason **is here again with a scintillating selection of scrumptious hacks for your Speccy. On the starting line this month is...**
*Hoppin' Mad* (again!) - Infinite balls
*American Turbo King* - Infinite cars
*Yogi's Great Escape* - Lots of Yogis
*Future Bike Simulator* - Infinite bikes
*E-Motion* 128K - Loads of ball bouncers
*E-Motion* 48K - Even more ball bouncers
*Darius +* - Funny shape ships!
*Dan Dare 3* - Easy this one!
*Jungle Warfare* - Infinite ammo and men
*Black Tiger* - Lots of Black Tigers
*Guardian Angel* - Infinite angels
**And now for a little message for all those of you who regularly write to ol' Turbo... could you please send all your letters in to me at the usual Newsfield address and I will send them on to the man himself to sort out.**

## HAMMERFIST

**Someone's been busy!** Daniel Leach **of Ilford has completed** *Hammerfist* **and** *Dan Dare III* **in one day. Phewwee!! Here's part of his solution on the first of the games. More of it coming soon...**
**Sheet 1**
Press down to get out of the matrix. If you aren't already, select Hammerfist and destroy the three matrix pods by firing up twice below each one. Then head butt the screen at the left hand end. When the 'Security System Breached' sign shows up, get out through the right hand end of the screen.

**Sheet 2**
Turn into Metalisis, run to the end of the screen, destroy the V.D.U. and two screens next to it. Jump onto the desk with the screens you just destroyed and from there do a high Hac-Hac to the other platform. Destroy the two T.V. screens up there and kill guards until the 'Security System Breached' (S.S.B.) message comes up. Fall down to the floor and move to the grille, it will open and you should walk through it.

**Sheet 3**
First of all, turn into Hammerfist and destroy the growth in the bottom left corner by firing down. Turn round and destroy the flower hanging down by firing right, keep firing right to destroy the mound of eyes. Turn into Metalisis and jump between the eye and the flower hanging down. Turn into Hammerfist and while standing between them, fire up. The laser wil bounce off the platform above and hit either the eye or the flower depending on which way you face. Once both are dead, change into Metalisis and jump onto the platform above the iron grille door using a high Hic-Hac. On this platform, stand at the very left edge and high Hic-Hac to the top platform. This may take a lot of practice. At the top, move to the door, hit it and go through. Do not head butt the flashing lights at the top: they drain your energy. If you need to go back to Sheet 2, head butt the grille and go through.

**Sheet 4**
Turn into Metalisis to save on laser bolts and move over to the three TV screens. Head butt them and keep destroying guards and robots unil the S.S.B. message comes up. Now go to the door on the bottom level, jump into it several times. The door will open. Go through. There is a door on the top level but it leads to a dead end.

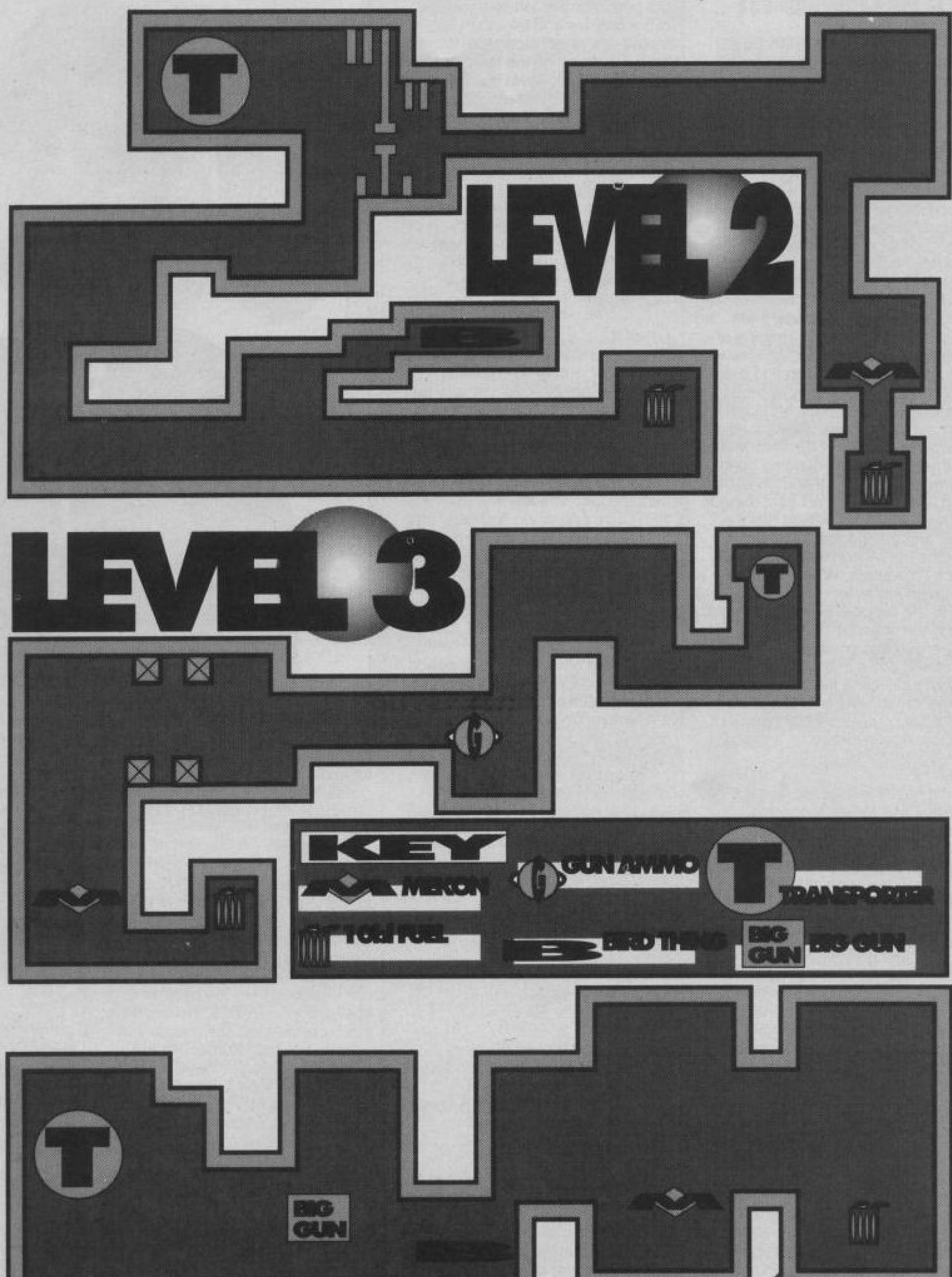
**Sheet 5**
Turn to Hammerfist. Destroy some of the bouncing balls to give you time to turn into Metalisis and kick the door. It will open. Let the little droid out and let the door shut behind him, keeping him out. The flashing point on the wall is an energy socket. Headbutt it to get energy, however, if you let your energy bars go to the top it will drain your character of all its energy. Head butt the iron grille and go through the open door. If the security system is still active, let the droid in, kill three of them, then let the droid out. Head butt the door and go through.

**Sheet 6**
When the first lift is down, change to Metalisis and fall onto it. Because she is light, the lift will go up. When in range of the door, sommersault twice into it and go through. Do the same for the next lift and door. Don't worry about the crates falling down. Turn into Hammerfist and go out onto the lift. Let the lift take you all the way down. Turn to Metalisis and hit the door twice like last time. Turn into Hammerfist, take the lift and blast the door twice, go through and exit the screen to the right.

**Sheet 7**
Shoot all the boxes except for the last one while at the same time destroying the androids until the S.S.B. message appears. Head butt the door at the bottom and go through. Shooting the crate drops it revealing a skull icon, don't pick it up.

**Sheet 8**
Turn to Hammerfist. Hit the door and keep destroying robots. Destroy the V.D.U. by head butting it. Keep killing robots until the S.S.B. message comes up, then hit or kick the door at the end several times, go through and load the next part.
**More of this brilliant solution to** *Hammerfist* **next issue...ahh the suspense!**

## DAN DARE III



LEVEL 2
LEVEL 3
KEY
MEKON
GUN AMMO
TRANSPORTER
1 Gal FUEL
BIRD THING
BIG GUN
BIG GUN
BIG GUN
LEVEL 4

## DAN DARE III

**The complete solution to *Dan Dare III* as completed by** Daniel Leach **of Ilford along with his solution to *Hammerfist*. I printed the store stage solution last issue so here's the continuation with maps from** Terry Hill **again.**

**Level 1**
Once in level one destroy all aliens in immediate area and go down the tunnel. Follow the corridor, destroying aliens on the way until you reach the end. Situated at the end of the corridor is a lever. Move onto this and press down, it will open a door. Go back, keeping an eye out for baddies and go through the new exit. You'll soon find a way down, do not go down this as you get ambushed when coming back out, but keep going. There is now a narrowed section of the level with four red bad guys bouncing up and down, destroy these and go above and past the gun. Just past the gun is the Mekon and behind him the fuel, first get the fuel by going behind the Mekon then shoot his back (cowards!). When he dies he'll drop the key to level two, take it and go to the telepod. From the telepod go to the store by selecting the store icon and pressing down. Pressing down in the telepod without selecting the store icon takes you to level two. In the store get a full complement of lives and transport to level two.

**Level 2**
Upon entering level two charge the plasma rifle to full power and walk right but don't fall off the telepod. Two fish will charge at you, destroy them. Charge to full power and loop around to the back of the telepod. Let yourself fall and there will be a tunnel leading down. Take it. At the bottom move left, destroy the three nasties and go down and left. You should now be in a long corridor, follow it slowly as there are loads of aliens in this one. The corridor will open up to a wide tunnel going up. Ignore this and instead, keep moving right into another corridor. At the end of this corridor are about five bad guys, kill them and go up and collect the 10lb of rocket fuel. Go back to the pod. If you are short on lives go to the store and get some more, if not then carry on... From the telepod go right destroying aliens as you go. When you come to the gun firing at you, walk on the floor as it can't get you there. Walk off the platform and fall down, keeping your gun fully charged. Fall down without moving left or right and you will find the Mekon. Destroy him with one big shot and as many small shots as it takes. Get the key and go down. Destroy the bad guy, take the fuel Jet up-right to the other opening in the cavern and then go down. At the bottom move left, destroy the two monsters and take the extra ammo. Move left along the corridor and at the end kill the four monsters hopping up and down. Go left into a large cavern and jet along the ceiling to the end. Turn around and fall down, you will just miss the Mekon's barrage of fire. Walk left, tapping fire for small shots so as to keep the Mekon's fire from hitting you and kill the Mekon. Take the key and move right slowly. Destroy the red aliens and go up to take the fuel. Return to the store to fill up on lives, ammo and fuel. Go to level four.

**Level 4**
Charge up the rifle to full power and move right. Kill all the red aliens and move on. Go over the gun and take the ammo. Move right, but don't move out of the corridor and kill the big bird with small shots. Go right and stand on the column. Shoot the Mekon with big shots and take the key. The key will say RETURN! and when activated and the telepod will take you to the store. Move right, kill the two green aliens and take the fuel. Go back to the telepod and get to the store. Once back in the store go to the computer and select: **5 *BLAST OFF***. This option will work now, as you should have the 50lb of space ship fuel needed.

**General Hints**
* When you're not sure what's coming next keep your rifle fully charged.
* You don't need SMART and BOUNCING BOMBS. They're a waste of money.
* As soon as you enter the teleport sequence, move left to position in the centre of the screen.
* Touching the Mekon results in instant death!
* The guns are invulnerable to everything, you can't blow them up.

## CHEATS

**Another handful of fulfilling cheats for you this month. The goody bag this time round includes a rather fetching *Mission Fallout* tippet and a *Shinobi* whopper!**

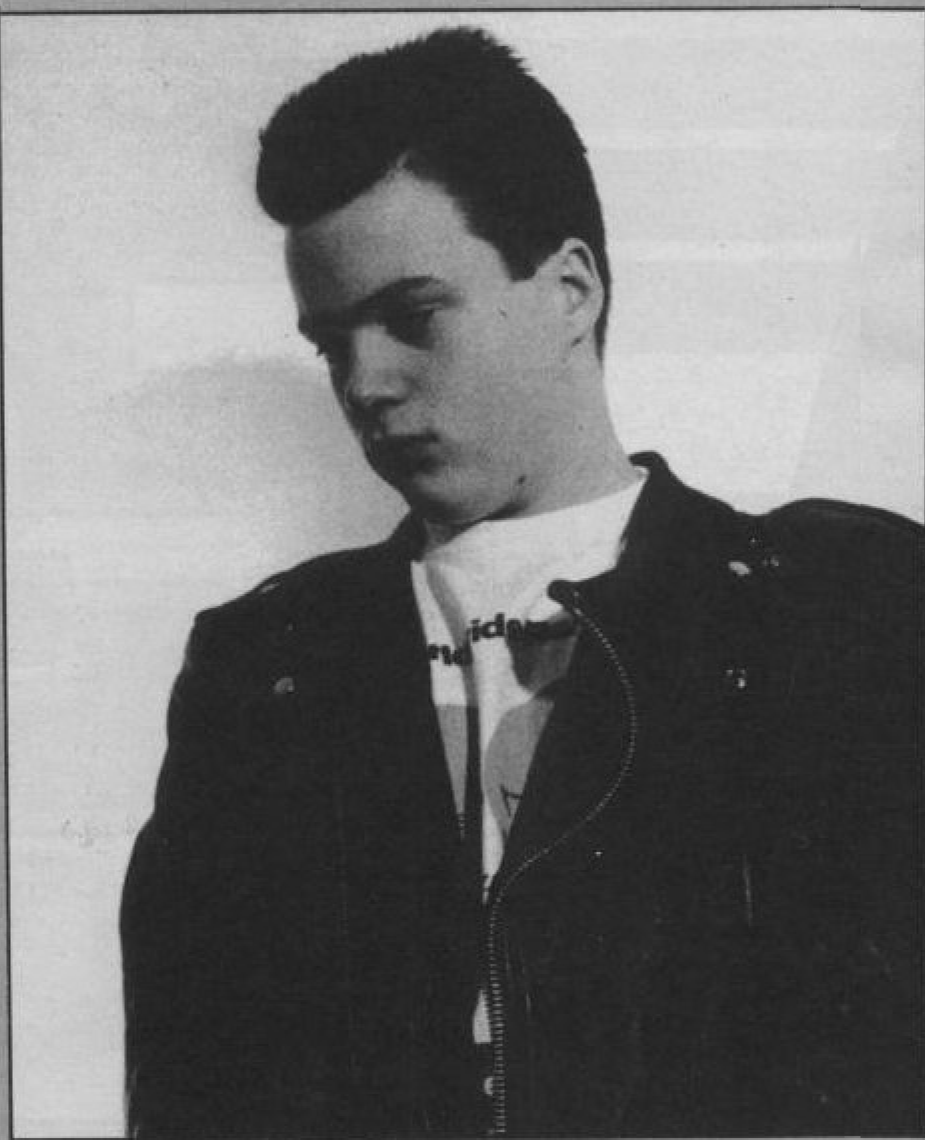
**Mission Fallout**
On the title screen press BREAK and a speed menu will appear. Select your speed and press fire and another menu will come on screen. This is a hardness menu. Select your hardness and press fire once more to start the game!
(Nic Brooks)

**Fighting Soccer**
Give the opposition a goal kick. The player with the white arrow then moves his arrow to where he wants the goalie to kick the ball (this is usually the top right or left, dependig on where the kick is being taken from). Position the ball in the best place possible (use your imagination) and hey presto, the goalie will kick the ball in his own net! He probably plays for Ludlow Town!!
(Neil Potter)

**Shinobi**
Redefine your keys as G, R, U, T and S to give your little man the impressive gift of infinite lives!
(Geoffrey Dallimore)

**Kenny Dagleish Soccer Manager**
What you have to do is borrow some money from the bank and spend, spend, spend. When you're almost broke pay any money you have left plus £1.00 back to the bank. You'll find you have minus £9,999,999!! Now buy any player available and play the next match. After the match you'll find that the minus sign has disappeared and you'll have more than nine million pounds in your pocket to buy all the good players. Oh by the way, you can repeat this as often as you like!
(The Wiz)

**Surface Tension**
For all those of you who loved the cover game from the May issue but couldn't get very far, have you tried loading the game using the TAPE LOADER option (on +2, +2A and +3 computers). When the game loads you will be asked if you want to cheat or not!
(Captain Pugwash)



**Batman - The Movie**
On level one, when you come to the spot where three acid drops fall at the same time, duck, the acid drops will now not fall until you climb up a level or throw up your batarang.
(Bet Gilroy)

**Jason's Gem**
When the game has loaded press W, A and S at the same time until you hear a beep. You will now have infinite lives.
(Alf Roberts)

**What do you think of the new trendy pictures of yours truly then? If you say you could see right up my nose last month I'll come round to your house and hit you though: it wasn't my fault the camera man was only three feet tall! Sorry I'm not sizist... much.**

**My desk is beginning to look much tidier than usual. You can't be sending me enough letters with your tips and cheats to fill it up, so come on and get tipping. Send all your efforts to the usual address...**
**NEWSFIELD, NICK 'HIGHWAYMAN' ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW.**

# A STORY OF SURVIVAL

## OR MUMMY, WHERE DO SPECTRUMS COME FROM?

## A TWO PART CRASH SPECIAL!

**Sir Clive Sinclair is fifty this year, and it was ten years ago he launched the first computer branded Sinclair ZX. The ZX80 was followed by the ZX81 and then the ZX Spectrum. Six ZX incarnations later the Speccy is still the favorite! CRASH reveals the story of Britain's most popular computer...**

● The **SPECTRUM** is the best and most famous ZX computer. But it's worth remembering the other computers that Sir Clive Sinclair had a hand in designing before the ZX range was conceived.

By the late 70s Sinclair was running out of road. He'd hit trouble selling calculators and digital watches, and had been trying to make and sell a **pocket-sized TV** set since the 60s. At last he'd produced one, but it was costly, unreliable and difficult to make.

One plan to raise money for the TV project involved a computer, the **NewBrain**. Britain's **Labour Government** bought a large stake in Sinclair's firm, **Sinclair Radionics**, to try to keep things going — but lost confidence after a while. Radionics was split up and Sinclair left to run a new firm, **Science Of Cambridge**.

The NewBrain was sold to **Newbury Labs**, then to **Grundy**; at one time it was going to be the official **BBC** micro, but it reached the market too late and didn't catch on.

Over at Science Of Cambridge, Sinclair and an engineer called **Chris Curry** pooled their experience and invented a horrid wrist calculator, with keys you could press in three different directions for various functions — a sign of things to come!

### CHEAP AND USELESS

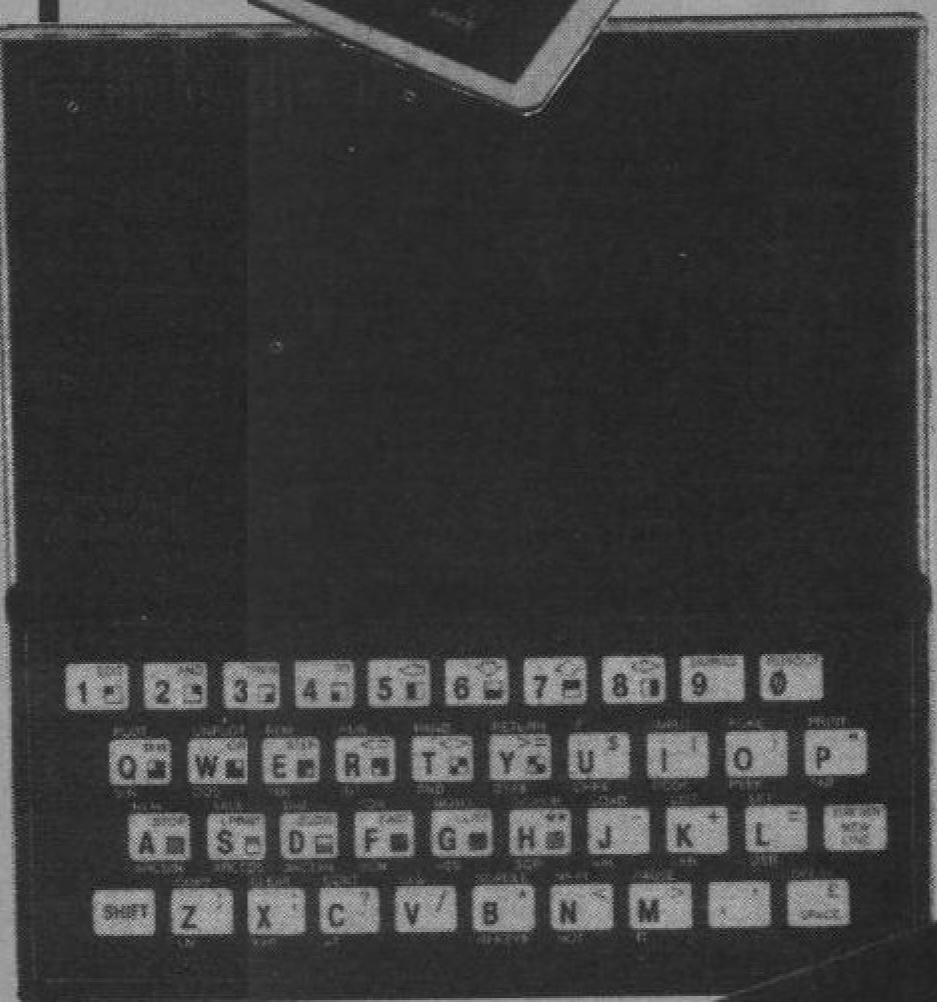
● Then they dreamed up a computer system which has never been beaten on price or uselessness — the **MK-14**. It used an obscure processor called an SC/MP, mainly because the firm that made it offered to design the computer for nothing as long as Sinclair used its chip.

The MK-14 had a calculator display and keyboard, 0.25K of memory, and no box. Sinclair sold 10,000, and decided that computers were a good way to raise money. Science Of Cambridge changed its name to **Sinclair Research**. And after moonlighting for a while, Chris Curry left, to set up **Acorn Computers**.

In 1980 the first ZX computer was produced — the **ZX-80**,








designed by **Jim Westwood** and with software by **John Grant**. The ZX-80 looked very much like a real computer, though it was made of bendy plastic, had no keys and was less than a quarter of the size it appeared in the glossy adverts.

You could program it in BASIC, using a TV display, and save programs on cassette. But lots of improvements were needed. The ZX-80 contained only 1K of memory, and it could only work with whole numbers between -32768 and 32767. Worst of all, the screen went blank when you pressed a key or ran a program!

Still, the ZX-80 was a success, and even spawned a clone — the **CompShop Micro Ace**. A 16K RAM pack — prone to fall off at inconvenient moments — was produced, and various ingenious tricks were used to stop the machine overheating.

## ZX-81 SUCCESS

● Within a year the ZX-80 had been redesigned, with a custom chip in it to make copying more difficult, and with a much-improved display that allowed programs to run while the screen display was visible — albeit at about a quarter of the ZX-80's speed. And ZX BASIC was souped up to handle text and floating-point mathematics, though square roots didn't work properly at first.

The result was the **ZX-81**: a big improvement, launched in March 1981 at a price that undercut the ZX-80 by £30! The cloned Micro Ace disappeared, but Acorn Computers, founded by Sinclair's former colleague Chris Curry, got the BBC contract — the ZX-81 had only a black-and-white display.

The ZX-80 had been assembled for Sinclair by part-time home workers, but the ZX-81 was obviously going to sell too many for this arrangement to work. So Sinclair did a deal with **Timex**, which owned a big factory in Scotland. In return for building the ZX-81 Timex was allowed to sell it in the USA, paying Sinclair a 5% royalty.

The ZX-81 sold well — as did the US version, the **TMS-1000**, when it popped up in 1982. But Sinclair was still after the BBC contract, and in the summer of 1982 he announced the **ZX Spectrum** — a colour computer aimed at would-be programmers, with 16K or 48K memory. The extra 32K was fitted on an extra board inside the computer, so it couldn't fall off.

**The turning point for home computers was about to be reached! Isn't history fascinating!**

## NEXT MONTH

★'A last minute bodge was needed to make the keyboard work properly'

★'The rubbery Spectrum keyboard was universally hated, so Sinclair tried to develop something better-looking.'

★'The QL was launched, designed, manufactured and made to work, in that order.'

★'On April 7 1986 Amstrad bought the right to make Spectrums, and to kill the QL'.

**DON'T MISS THE NEXT INSTALMENT OF SINCLAIR: A STORY OF SURVIVAL IN THE NEXT ISSUE OF CRASH, ON-SALE AUGUST 19!**

### THE STORY SO FAR

**1 9 8 0**

**ZX-80**
£100; 4K ROM, 1K RAM; whole numbers only; very limited black-and-white graphics but basic 32 x 24 screen established. Total sales about 50,000.

**MICRO-ACE (clone)**
£80; 2K RAM; ZX-80 kit copy

**1 9 8 1**

**ZX-81**
£70, $150; 8K ROM, 1K RAM; floating-point maths; slow but continuous black-and-white display. 500,000 sold in the first year

**1 9 8 2**

**TIMEX TMS-1000**
US$100; licensed ZX-81 — a big hit for Timex in the USA

**ZX SPECTRUM**
£125 (16K), £175 (48K); 16K ROM, 16K/48K RAM; colour graphics and much-improved display circuitry. 60,000 issue 1 Spectrums sold; grey keys, add-on 32K, 'dead cockroach' bodge.
ZX-81 price cut to £50
TMS-1000 price cut to US$40

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Virgin Games

**ITALY 1990**
US Gold

**DEFENDERS OF THE EARTH**
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# BACK ISSUES

# FILL THAT CRASH GAP

**65** Four fantastic games on tape!! Micronaut One (Pete Cooke)! Dizzy (CodeMasters)! Wanted: Monty Mole (Gremlin)! Moon Cresta (Incentive)! INSIDE: First live action look! Nick's tips go crazy! Loads more!!

**66** Four fat games! Quondam (Ocean)! One Man And His Droid (Mastertronic)! Robot Messiah (Alphabatim)! Whole New Ball Game (Pete Cooke)! INSIDE: Fab Batman poster! Licence To Kill checked out! Batman story! Plus heaps of tips!

**67** Four fascinating games on tape! Metabolis (Gremlin)! Nonterraqueous (Mastertronic)! Mountains Of Ket (Incentive) Ultimate Warrior (Powertape)! Plus a Maze Mania playable demo! INSIDE: Magnum Force — what's the new light-gun like? Special Dizzy map!

**68** Four freaky games! Rockman (Mastertronic)! Temple of Vran (Incentive)! SuperSleuth (Gremlin)! Sceptre Of Bagdad (Atlantis)! INSIDE: Tusker's hunt for the Elephants' Graveyard! Tips and a Rick Dangerous Map special!!

**69** Four flippy games on tape!! Super Soccer (Ocean), Zanthrax (Powertape), Delta Wing (Mastertronic), The Final Mission (Incentive)!! INSIDE: System 3's new duo! The Defender Light Gun explored! Plus all the action and heaps of tips!

**70** Four fun games on tape! Pogo (Ocean)! Sam Stoat (Gremlin)! Chiller (Mastertronic), Action Farce II (Powertape)! INSIDE: Arcade action! Comix! Football poster! More Rick Dangerous mapped!

**71** Six smashing games on tape! Cosmic Wartoad (Ocean) Super Stuntman (CodeMasters)! Incredible Shrinking Fireman (Mastertronic)! Locomotion (Mastertronic)! Deja Vu (Powertape)! HyperLane (PowerTape)! INSIDE: CD on the Speccy preview interview! Mel Croucher checks out the SAM Coupé and tells us about writing a manual! Tips, Jetman and loads more!!

**72** Five fantastic games on tape!! Split Personalities (Domark)! Dizzy II Special CRASH Edition (CodeMasters)! Winter Wonderland (Incentive)! Action Biker (Mastertronic)! Stars & Stripes (PowerTape)! INSIDE: Bo Jangeborg interview! Dizzy — are the Oliver Twins completely potty?! Plus tips, reviews and loads more!

**73** Four fab games on tape!! Eskimo Eddie (Ocean)! Apache Gold (Incentive)! Jason's Gem (Mastertronic)! Egghead (Powertape)! Plus Pokemania! INSIDE: Speccy CD system tested! Arcades! All the games and action in Live Circuit!!

**74** Four frog-like games on tape!! Gilligan's Gold (Ocean)! 1985 (Mastertronic)! Karyssia — Part I (Incentive)! Mission Fallout (PowerTape)! INSIDE: The Sam Coupé — the complete guide to the super Speccy — four page special!! Big fat Budget bonanza! DJ Nicko and more!

**75** Four Froody games on tape!! Master Blaster (Cybadyne)! Rockfall (Powertape)! Karyssia Part II (Incentive)! Breakpoint (Powertape)! INSIDE: Rad new-look issue! The CRASH readers' awards ceremony — all the stars, all the winners! S'amazing — the Coupé disk drive arrives! DJ Nicko with the Ghouls 'n' Ghosts map! And all the power-packed regulars!

**76** Four flappy games on tape!! Scuba Dive (Elite)! Nuclear Countdown (Atlantis)! Karyssia Pt III (Incentive)! Surface Tension (Powertape)! INSIDE: Adventure special — what are adventure games all about?! Arcade action! Pick of the post with the SAM Forum! Nicko's tips and heaps more!

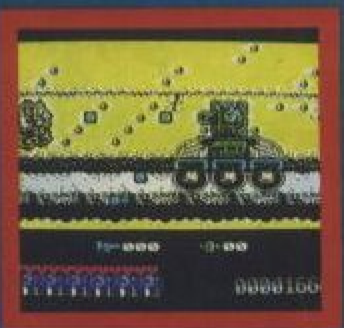
**77** Four flippy games on tape! Fat Worm Blows A Sparky (Elite)! Alpine Games (Atlantis)! Kemshu (Cult)! Doomskulle (Powertape)! PLUS: FREE WHAM Chew bar!! INSIDE: Fun with WHAM bars! Coupé news and views! Tips bonanza! Mapped! Dan Dare 3 and Garfield, tips for Dizzy III, Castle Master, Karyssia Pt III and more!!



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THE ARCADE EXPLODES!
AMSTRAD CPC
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THE DEATH CONVOY
II
As the pilot of an all powerful combat vehicle, you are engaged in the hot pursuit of terrorists. Go into combat and be confronted by enemies as different in their appearance as in their combat techniques.
The ability to take to the air will be your strength, use this to outmanoeuvre the enemy.
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# MIDNIGHT RESISTANCE

A CRASH Smash



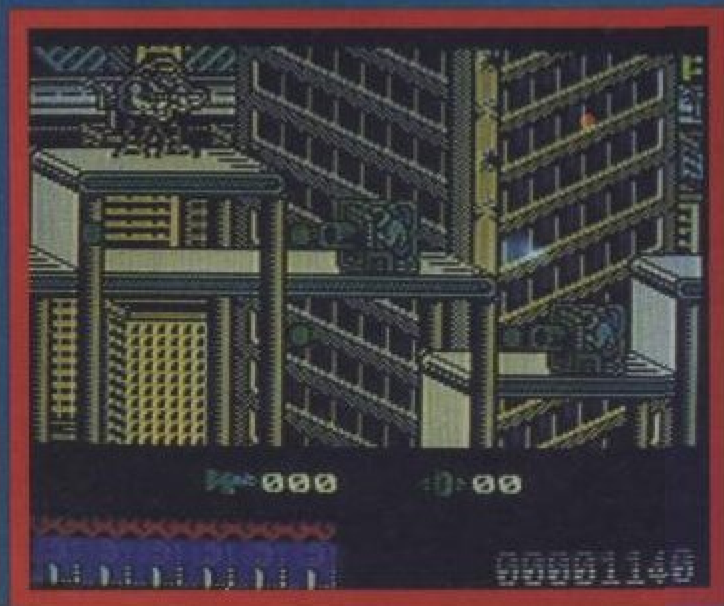
**Ocean/Special FX**
■ **£9.99/£14.99** ■

Whilst working on a top secret research plan your grandad and five other members of your family are kidnapped by a mysterious alien force. You tough, stubble-jawed mercenary type are the one to rescue them! Leap off the back of a jeep and face nine levels of blasting mayhem. A barren cityscape catches your eye, but not for long because a horde of thugs run at you with murderous intent. Beat them and all you get is more hell!

You're armed with a machine gun, but by collecting keys dropped by dead foes an end of level armoury can be entered. Your route ain't easy: armed and armoured troops, armoured trucks and machine gun nests make their presence felt. Get to the armoury and you can take your pick from a range of large and very lethal weapons — shotgun, flamethrower, homing missiles, nitro (with a wonderful pyrotechnic display when launched), three-way and power ups. The weapon chosen is displayed in the status screen, along with the amount of ammo held. When empty, the extra weapon is dropped and you return to using your pea shooter (unless you picked up extra ammo in the armoury).

*Midnight Resistance* in the arcades is graphically good, but the game type has been seen many times before, which might lead you to think 'yawn, another shoot-'em-up', but Special FX have come up with the goods: programmed by the guy who brought you *Batman — The Caped Crusader*, *Midnight Resistance* is packed with blasting mayhem. Graphics are very impressive indeed, all sprites and backgrounds beautifully detailed, and the difficulty level is set just on the right side of frustrating. Highly recommended.

**MARK 94%**



**NICK** This guy can certainly hand out some serious aggro, and the game is amazingly addictive. You just have to pick up the joystick to be whisked into the hero's combat boots. Graphically it's great: the main sprites are beefy chaps who stride around as if they mean business (as indeed they do). The armoured vehicles that attack from time to time are tough to crack, and this is why it's imperative to regularly visit the armoury. Seemingly impossible, but this game is more playable than its arcade parent! Brilliant!

**92%**





An average coin-op transformed into a brilliant computer shoot-'em-up

**RATING**

| | |
|---|---|
| PRESENTATION | 87% |
| GRAPHICS | 90% |
| SOUND | 80% |
| PLAYABILITY | 90% |
| ADDICTIVITY | 89% |
| **OVERALL** | **93%** |






# THE CYCLES

**Accolade**
■ **£9.99/£16.99** ■

Here's a motorcycle racing game on some of most tortuous tracks in the world that all speed merchants will love! Start by setting the options: Practice, Single Race or Championship Circuit. Then set the difficulty level between easy peasy at one end of the scale and 'Aaaagh! Where are the brakes!' at the other. Finally, log in your name and the number of laps you want to race (1-99). Three bikes are on offer: a 125cc wimpo machine, a 250cc butch machine and a 500cc suicide machine no one in their right mind would choose.

It's best to choose Practice mode first, mainly to get used to handling the machine. You can spend most of the time in the first few races on the grass rather than the tarmac. But once a bit of control is gained, tackle Single Race or Championship. In both of these you're up against nine other racers, with the Championship Circuit offering the added fun of slowly clawing your way up the leader table.

Whichever mode you play *The Cycles*, it's fun, and you get tasteful day-glo sunspecs with the game too. In real life I prefer driving a car (though not as suicidally as Nicko) to riding a bike, but unlike Nick I enjoyed playing this game. Okay, it isn't graphically stunning, but I found it playable. Perhaps Nick doesn't like racing games after his car crash.

**MARK 85%**

**NICK** *Cycles* is a typical Accolade conversion. They make a fantastic simulation of motorcycles on the 16-bit computers and then attempt to bring the game to 8-bit - unsuccessfully. The packaging is plastered with screen shots of the IBM PC version not the Spectrum — a tad misleading. The graphics consist of patchy coloured cycle handlebars and a monochrome area where the undetailed track trundles by. When racing the odd opponent zooms past too: nothing special visually, and there's no tune, just a motorcycle noise effect.

Playing the game isn't too bad once you master the controls. Hit every corner at correct speed or you go flying off into the grass. Play doesn't seem too difficult though: I got first place every time on the hardest difficulty! A world record I think! Cycles is a mediocre simulation of a nail biting sport, not suited to the 8-bit capabilities.

**52%**

Disappointing simulation for tin legged motorbike racing aficionados

| RATING | |
|---|---|
| PRESENTATION | 70% |
| GRAPHICS | 65% |
| SOUND | 45% |
| PLAYABILITY | 65% |
| ADDICTIVITY | 70% |
| **OVERALL** | **68%** |

# WORLD CUP SOCCER '90

**Virgin Games**
■ **£9.99/£14.99** ■

World Cup Soccer '90 is the only 'official' World Cup soccer game, and thus the only one allowed to sport the little stick man mascot (named Ciao). It's also taken from an arcade coin-op of the same name, though it must be an obscure one 'cos I've never seen it. So, two licences packed into one Speccy game — does quantity equal quality though?

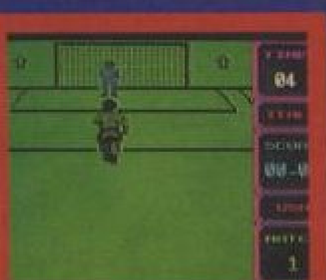
It's your chance to go to the top and grab that coveted gold trophy, though the other teams will obviously put up a fight. First choose a one or two player game, tell the computer whether you own a colour or black and white telly (I kid you not) and pick to play England, Belgium, Italy or Spain. The first qualifying game is played against the US of A (isn't Gridiron Football the American sport?).

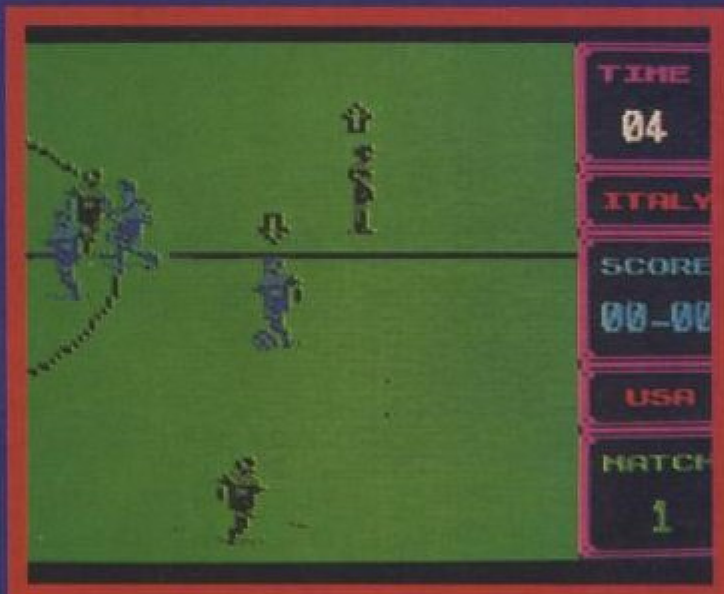
The task is simple: score as many goals as possible in the time allowed (which is what soccer's all about, really —Ed). The player under your control is highlighted by an arrow, a good thing because all your team mates look the same. Control of a player can be switched by pressing the firebutton when not in possession of the ball.

When in position to score a goal the view changes from a side view to behind your player with the goal in front of you. The same sort of view is presented when you're defending (though you control the goal keeper). If you beat the USA you move onto the next match, and the next until you hold that cup in your hands, or fail miserably as the case may be.

Sprite movement is very nice, but then the backdrop for the main part of the game is green so the computer's little memory chips aren't stretched too far. My two main niggles are the opposing teams' colours, a garish pinky splodge (yuck) and the lack of sound (unless you count the annoying whistle). Still, it's playable, and by no means the worst around.

**MARK 70%**






**NICK** I'm not a great fan of soccer games as a rule, but I did find *World Cup Soccer 90* quite good fun (until I was knocked out in round two). This is a basic football game: none of the endless options you get with most, just a pitch and a few players to kick the ball up and down.

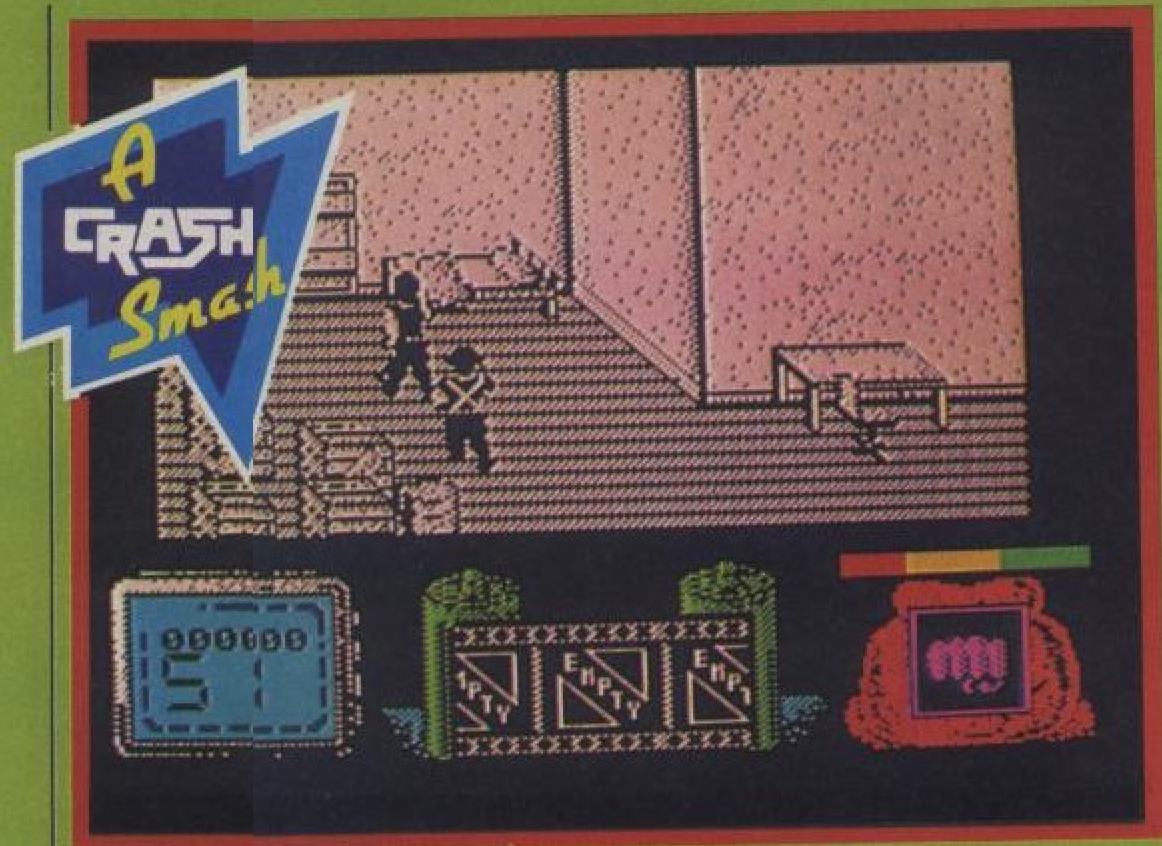
The graphics have a digitised feel to them, but I don't think they are. The programmers have tried to give them a more realistic look than the stick men or cartoon players of other games. Their colouring is a little splodgy at times, especially when the players get together and clash.

One fault I did find is that free kicks, goal kicks, etc are computer controlled leaving you just watching, and the goalie doesn't dive! To save a goal you just position him where you think the opposition are going to boot the ball. A good basic football game.

**71%**

No-messing footy. Good, but lacks triff-making polish

| RATING | |
|---|---|
| PRESENTATION | 74% |
| GRAPHICS | 63% |
| SOUND | 40% |
| PLAYABILITY | 73% |
| ADDICTIVITY | 69% |
| **OVERALL** | **71%** |




# vendetta

**System 3**
**■ £9.99 ■**

You're a lean, mean fighting machine — a mercenary. Your professor brother is developing a secret formula which in the wrong hands could spell the end of the world. Terrorists muscle in: they kidnap the professor and your niece and demand the formula in one hour — else they get it in the neck.

It's time to go into action — this is a personal vendetta. And for some reason the police think you're responsible, so you take a camera along to collect evidence of your innocence.

Armed only with your bare fists and a knife, you track the terrorists down to an old warehouse swarming with guards. You have to fight your way through in search of your relatives — and the all-important evidence for the police. As you play additional weapons such as AK-47 Kalashnikov assault rifle, an Uzzi machine pistol and grenades can be found.

When this first area has been thoroughly searched you leap into your trusty Ferrari F40 and bomb down the highway. Even here you're attacked by enemy forces, but if you were thoughtful enough to pick up the access card in the warehouse, the F40's weapons systems can be used. Can you save your kin in the hour alotted? Their fate is in your hands...

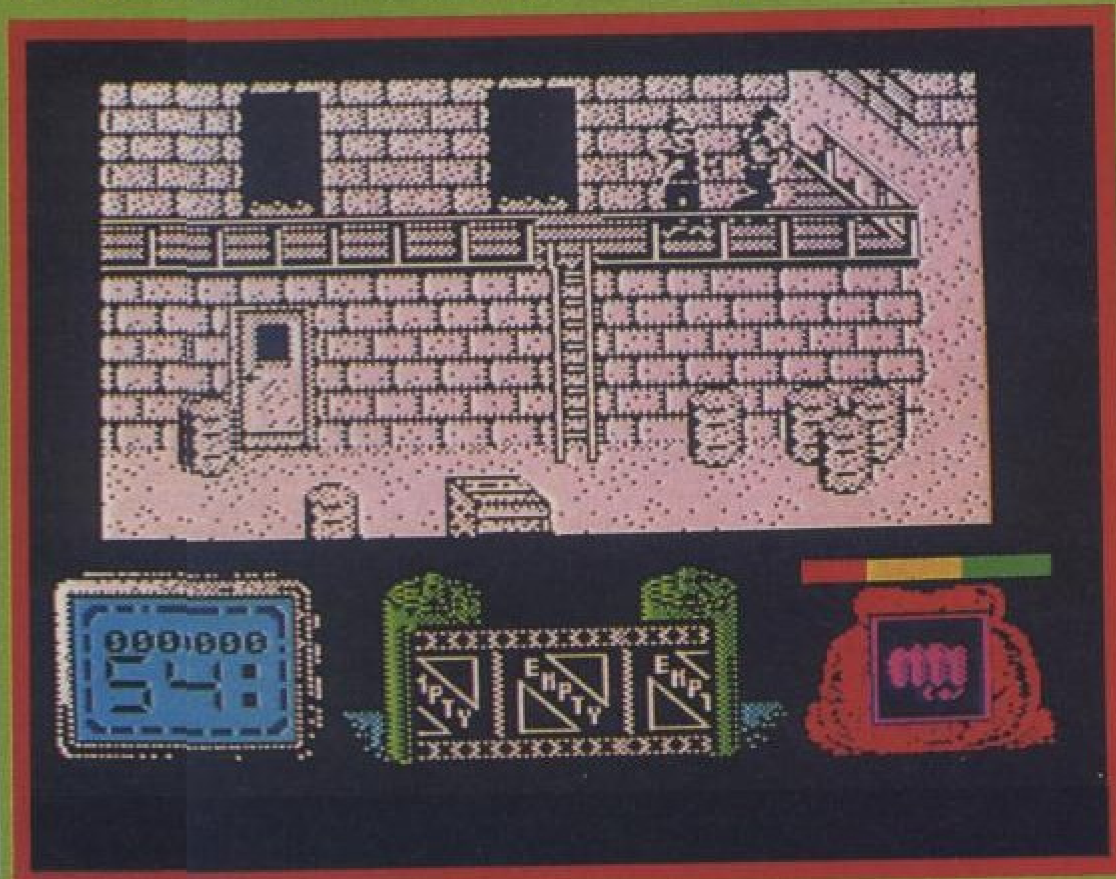
*Vendetta* is an arcade/strategy game with few equals. The graphics are superb, the monochrome sprites and backdrops are wonderfully detailed. The action comes thick and fast, and you have to keep your wits about you when searching for clues. Purchase this game immediately (if not sooner).

**MARK 92%**

**NICK** *Vendetta* is really the cat's whiskers! I haven't enjoyed playing a game so much for ages. You just get so involved in the storyline and examining all the drawers and filing cabinets - great fun. The game is set out like System 3's *Last Ninja II*, where the main character can roam around each 3-D screen and its objects beating up terrorists. Each screen is highly detailed and close examination of every nook and cranny is essential. Certain objects can be immediately opened, others need a bit of persuasion with a crowbar! Just section one would have made a brilliant game.

*Vendetta* has an added bonus of a great car racing section. You jump into the driver's seat of a flash sports car and drive off in search of all that is evil. It's all a a joy to play and, boasting many of the most successful elements a game can have, it should be a smash hit.

**91%**



A brilliant arcade/strategy game. Grab that crowbar and go for it.

**RATING**

| | |
|---|---|
| PRESENTATION | 90% |
| GRAPHICS | 91% |
| SOUND | 80% |
| PLAYABILITY | 92% |
| ADDICTIVITY | 89% |
| **OVERALL** | **91%** |

# SLY SPY — SECRET AGENT

**Ocean**
**■ £9.99/£14.99 ■**

Old wimpo James Bond has nothing on you! As a secret agent you've been in more death defying scrapes than he's had hot dinners. This latest mission is one of your toughest yet: stop the Council For World Domination terrorists running riot.

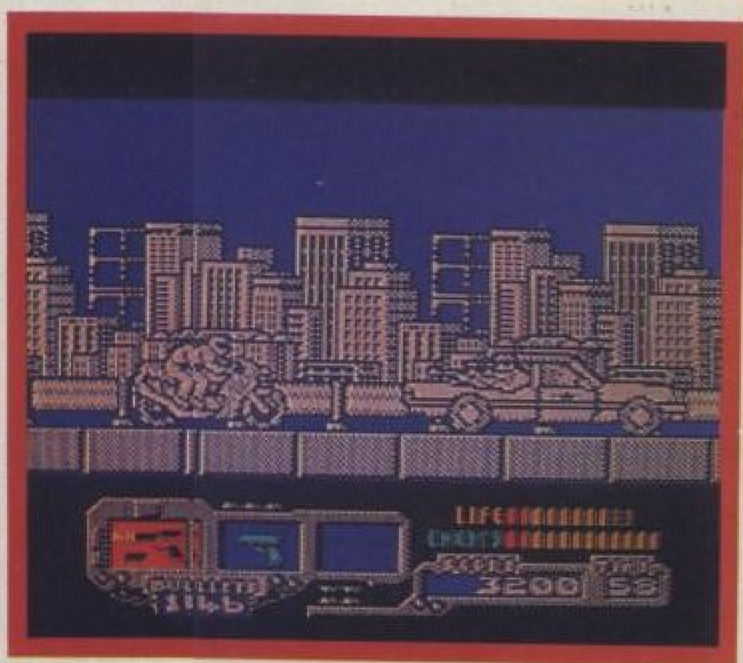
Action starts with you plummeting down from the heavens, luckily wearing a parachute, but then so are the attacking terrorists. Blast 'em away with your trusty 9mm pistol; ammo is limited but supplies drop from the skies.

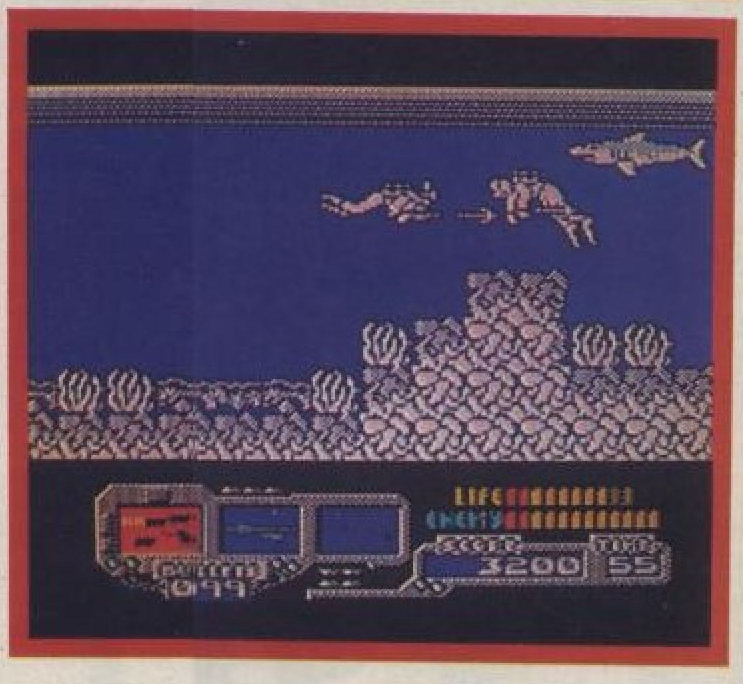
At the end of this section your parachute opens (if it doesn't it's panic time), you leap astride a powerful motorbike and roar off in pursuit of one of the CWD's leaders (probably the one with the white cat in the diamond collar). Motorbike riding and jetpacking terrorists threaten life and limb, but again your firepower should win the day. The villain's car is caught and his three heavies gunned down. On the subject of guns, three types are on offer: you start with a pistol, but by picking up a machine gun and the five parts to a golden gun more firepower can be yours.

There are eight levels to battle through, and each one is tougher than the last. Especially the underwater scenes where, with harpoon gun in hand, you brave terrorists and a band of *Jaws* rejects.

Though playable, *Secret*






**NICK** We haven't had a good old secret agent game for ages. The last playable ones similar to this were the *Saboteur* games. *Sly Spy — Secret Agent* is brilliant. I was hooked from the word go! The game has been well programmed and designed right down to the last byte. All graphics are detailed and well animated, making good use of simply white on blue; however, there's a bit more colour on the screens between levels and the status area. A groovy tune plays in the background as you battle your way through a sky diving shoot out, motor cycle massacre and some dare devil diving. The levels are full of hazards and bonuses that will keep you playing for some time. *Sly Spy — Secret Agen*is set to be one of the best games of 1990. Get your copy today - you won't regret it.

**91%**

*Agent* just misses out on greatness, lackng that special something to make it a real hit. Grapiically it's very good indeed, with highly detailed spritesand backgrounds; apleasant tune warbles at the start of the 128K game, though in-game sounds are limited to a few good effects. Tie levels are pretty short andmaster blasters may fiid it a bit easy to complete.

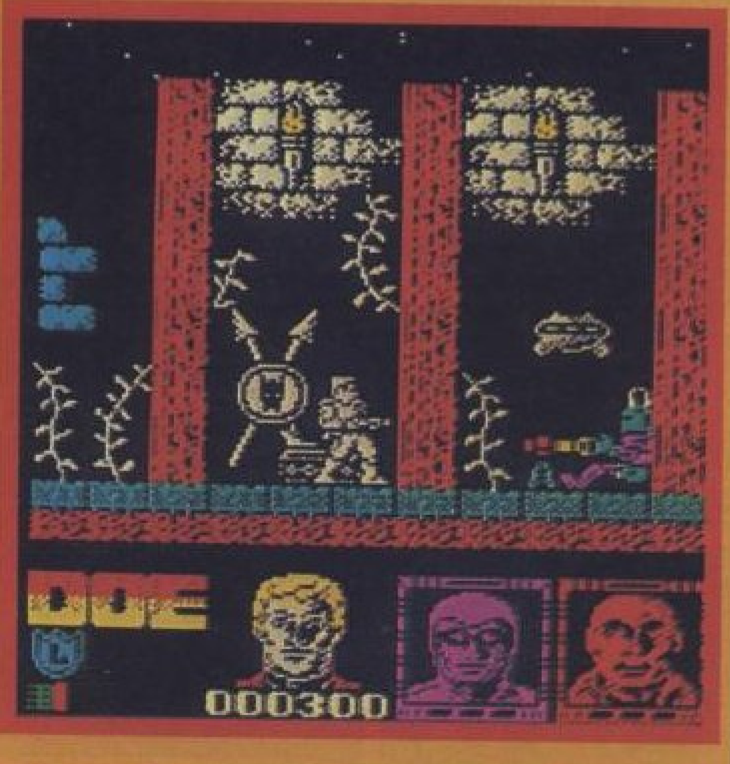
**IARK 85%**

A thriller for all budding 90s heroes, packed with enjoyable gameplay.

| RATING | |
|---|---|
| PRESENTATION | 85% |
| GRAPHICS | 87% |
| SOUND | 83% |
| PLAYABILITY | 83% |
| ADDICTIVITY | 84% |
| **OVERALL** | **88%** |

# DEFENDERS OF THE EARTH




**Enigma Variations**
**■ £9.99/£14.99 ■**

Flash Gordon, Mandrake The Magician, Lothar and The Phantom are the square jawed heroes from the golden age of comics now enjoying a revival in the Saturday morning cartoon show. Flash Gordon's old enemy Ming The Merciless is the chief baddie: he's kidnapped the fab four's kids and is holding them in the depths of his fortress. Ming's message is clear: the foursome must stay out of his plans to take over the world. If they don't, the kids die! — Isn't comic strip life simple...

You control gun toting Flash as he attempts to penetrate Ming's fortress against stiff opposition. He is not alone though: a press of the keyboard buttons and his pals come to his aid. Lothar and The Phantom are very useful opening doors, Mandrake can create optical illusions and their cute pet, Zuffy, generally gets in the way.

That's basically it! Guide Flash around the fortress and keep out of trouble! The game's initially very playable and the backdrops are quite colourful, though for the main part the sprites are monochrome. *Defenders Of The Earth* may appeal to fans of the cartoon series.

**MARK 70%**

**NICK** Graphics are really good with plenty of colour splashed about, and some of the screen effects are excellent too — with multi-coloured writing filling up the Spectrum's border. Add good tunes and effects — and you end up with a game which is fun for a few goes but soon wears thin with the lack of things to do. All your time is spent blasting away the same monsters each go and following the same paths. Little brain work is involved, except at the start when you have to choose which doors to get your mates to open for you, but after the first go you know exactly what to, killing all fun. *Defenders Of The Earth* will keep fans of the cartoon happy awhile, but they'll soon be looking elsewhere for more playability.

**83%**

An blasting romp for fans of the TV series _ with only short term playability.

| RATING | |
|---|---|
| PRESENTATION | 80% |
| GRAPHICS | 75% |
| SOUND | 80% |
| PLAYABILITY | 76% |
| ADDICTIVITY | 74% |
| **OVERALL** | **76%** |

# DELIVERANCE-stormlord II

**Hewson**
■ £9.99/£14.99 ■

Fairies are no end of trouble! Especially for the returning hero Stormlord. This time the winged beauties have been kidnapped by the followers of the wicked Black Queen: underground you go to complete your rescue mission — right down into Hell (brrrr!). It's not a very nice place, with plenty of the Black Queen's minions to keep you occupied. Acid droplets, bouncing eggs, green trolls who hop around, zombies and vampires are just some of the vile creatures you face.

Whether it's a good omen or bad, a variety of weapons can be picked up: they belonged to other explorers who never escaped. Some are more powerful than others, it's up to you to discover their advantages and disadvantages as mistakes could cost you a life. Occasionally Stormlord is put into a bonus level where fairies drop him gold coins which add up to an extra life for every ten.

Another interesting feature is your ability to tame a wild dragon.

This happens when you prevent her eggs from striking the ground. With the green 'n' scaley mama on your side, your mobility and firepower increases.

The first thing that stikes you in *Deliverance* is the size of the character sprite — either Stormlord has been stretched on a rack or programmer Raff Cecco has seen fit to improve his stature (methinks it's the latter —Ed). The second is just how much tougher this is than its predecessor. It took me a long time to get off even the first couple of screens. The main culprits are the enemy forces — much too vicious too early in the game. I feel a lot of people may not persevere with this for that reason. Which is a shame because it really is rather good, once a bit of practice has been put in.

**MARK 80%**

**NICK** Will Raff Cecco ever rest on his laurels? I certainly hope not if he keeps producing games like this! His *Cybernoid* games were beyond belief, and now *Stormlord* looks set to carry on the tradition. *Deliverance* is an action packed game, full of exciting graphics and plenty of colour — and it's tough! *Stormlord* was a piece of cake in comparison. The tunes and sound effects that accompany the action are equally impressive. Another masterpiece of programming from Raff Cecco and Hewson which should keep you playing for ages!

**89%**







**Stormlord returns – action packed, but tough**

| RATING | |
|---|---|
| PRESENTATION | 85% |
| GRAPHICS | 85% |
| SOUND | 82% |
| PLAYABILITY | 83% |
| ADDICTIVITY | 84% |
| **OVERALL** | **85%** |




# ITALY 1990

**US Gold/Tiertex**
■ £9.99/£14.99 ■

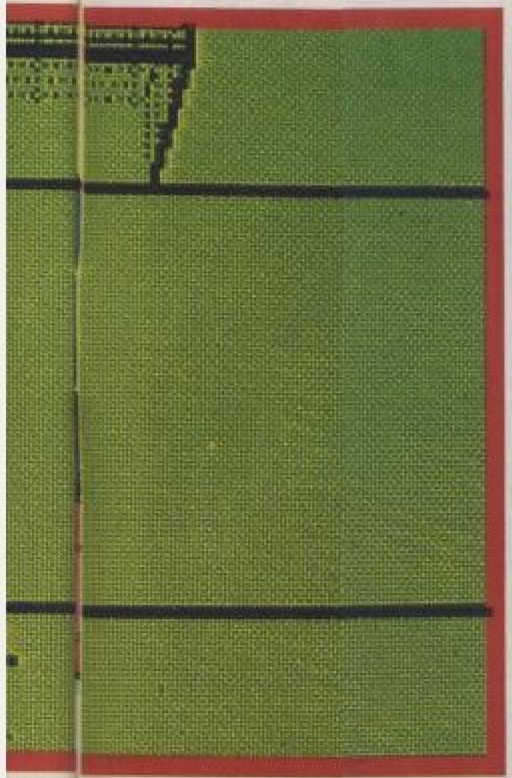
The World Cup reigns supreme! *Italy 1990* is US Gold's entry into the footy stakes, and not bad either.

First move is to set playing options: choose keyboard or joystick, then pick a one or two player friendly match as a warm up, set the playing time or enter the big event itself. Next choose the

**RICHARD** It's as if there are more World Cup games around at the moment than the footy teams in the actual championship itself! Good news is that *Italy 1990* is a well-deserved qualifier. Wade through all the options at the start and you're in a decent footy match. The action is certainly fast — the player sprites are a decent size and bomb around the pitch. They're well animated too — you could get out of breath just watching them! One niggle is that when the opposition boot the ball way down the pitch you never know where your players are — you have to wait until one appears within the playing area. The on-screen presentation is superb; the option program, though taking up one whole side of the tape, is easy to use and graphically very detailed. This is a smart product — a neat game and a brilliant 68 page booklet which brings the atmosphere of the season into your home!

**82%**





country you wish to represent and go play ball.

The players are seen from a bird's-eye perspective, but their bodies are in view. The player under control is denoted by an arrow, this changes only when another player is deemed by the computer to be nearer the ball than the current one, or you hoof the ball to another player. The power of the shot is determined by how long the fire button is held down, coupled with the players' individual strength. When they arise, throw-ins, penalties, corner kicks and goal kicks add to the fun factor. Though the referee's ability to hand out yellow and red cards is a bit frustrating if you foul like crazy.

*Italy 1990* is nicely packaged with background info on the history of the World Cup and a real chance to win tickets to the big match. The graphics aren't exactly stunning, but it's fun to play, and that's all that really matters..

**Mark 78%**

Highly enjoyable footy romp with loads of atmosphere — bootiful

| RATING | |
|---|---|
| PRESENTATION | 84% |
| GRAPHICS | 75% |
| SOUND | 55% |
| PLAYABILITY | 76% |
| ADDICTIVITY | 76% |
| **OVERALL** | **80%** |

# ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

A CRASH Smash

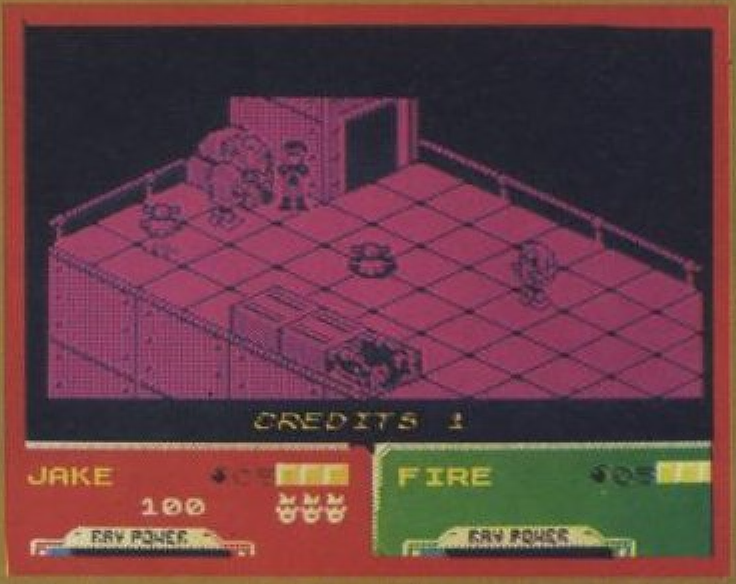
**Tengen/Domark**
■ **£9.99/£14.99** ■

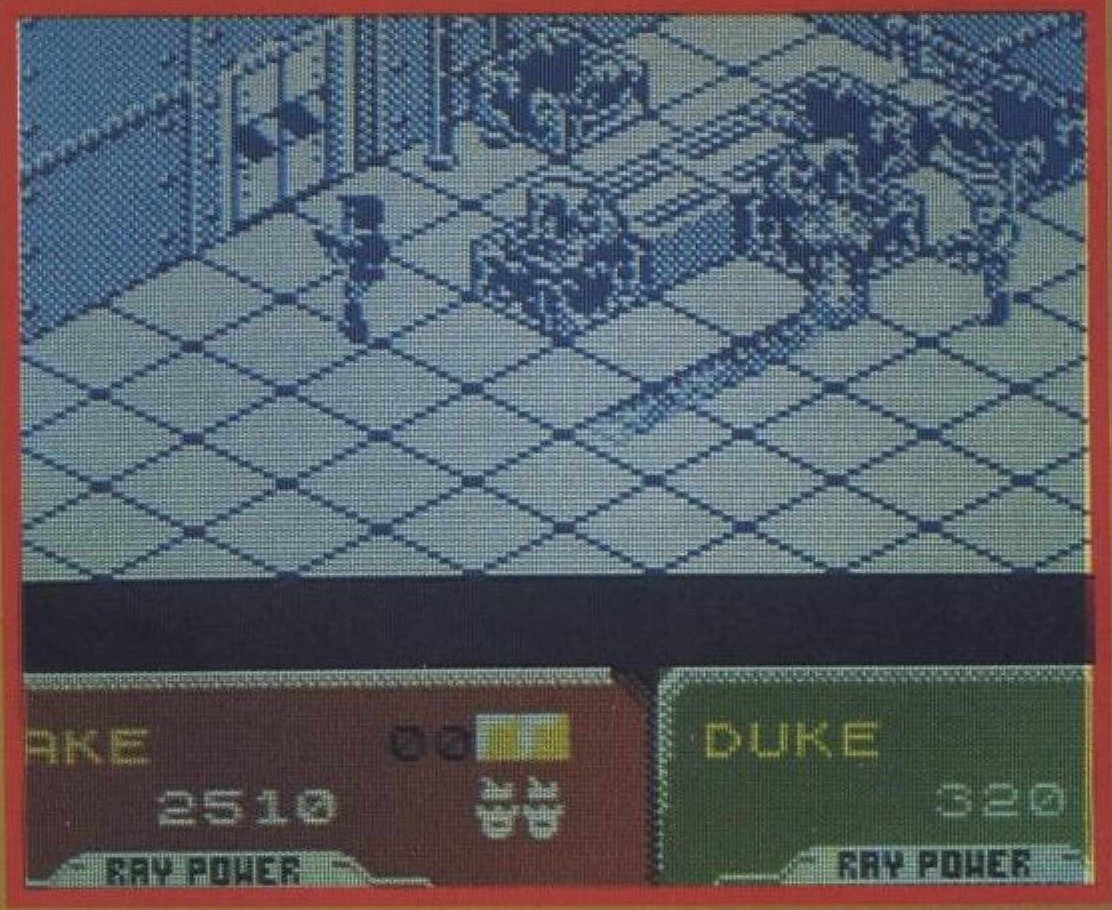
Planet X is a peaceful place, until from outer space the evil Reptilons arrive. They force the Earth scientists stationed there to create huge war robots to be used to destroy Earth. Enter the heroes of the game — two members of an interplanetary SWAT team attempt a four pronged mission: rescue the hostages, destroy the robots, destroy the Reptilons and finally rescue the lovely Professor Sarah Bellum (Sarah Bellum? Ho ho).

Take your pick of Jake or Duke and go for it! The planet is split into factories, and each one is split into levels. Each level is reached by either a ladder or by activating an escalator. Your first concern is to rescue the hostages, these are bikini clad females, so you don't feel too bad about being thrown into the middle of the fray. Of course, the enemy forces are going to attack you, but with your ray gun and smart bombs killing the myriad robots is a cinch. Each time you're hit your energy goes down: raid the lockers which contain food and bombs. Ray power can be boosted by collecting the crystals dropped by robots.

The Reptilons take all your skill (and a good chunk of luck) to defeat. Can you do it? Play and find out 'cos it really is worth the effort. The sprites are monochrome, but they contain many of the arcade version's humorous touches. The best being the way your character clings to the side of the platform if he falls over. One slight niggle is the low number of playing credits: two aren't really enough to get you very far in the first few games (especially with two players). Despite that, this game (I refuse to repeat the title 'cause I'll run out of breath) is fun to play; in fact it's a birrova Smash!

**MARK 90%**




**NICK** This is just like stepping into a cartoon strip! There is a set of full colour pictures that tell the story at the beginning of the game, setting the atmosphere perfectly. The game itself is action packed with robots attacking and unexpected things happening on each screen.

The main moan I have with *EFTPOTRM* is the control method. As the game is in 3-D, the programmers have chosen a method where you can swivel left and right on the spot and go forwards. This is highly confusing at first: it takes some mastering, believe me!

Graphics are small but full of animation and detail. You have to keep your eyes peeled all the time or things like spikes shooting out of walls and the floor swallowing you up will catch you out. The two player option gives even more excitement with both players battling it out together. *EFTPOTRM* is a must. If you are anything like me (a nutter) you'll enjoy every minute of it.

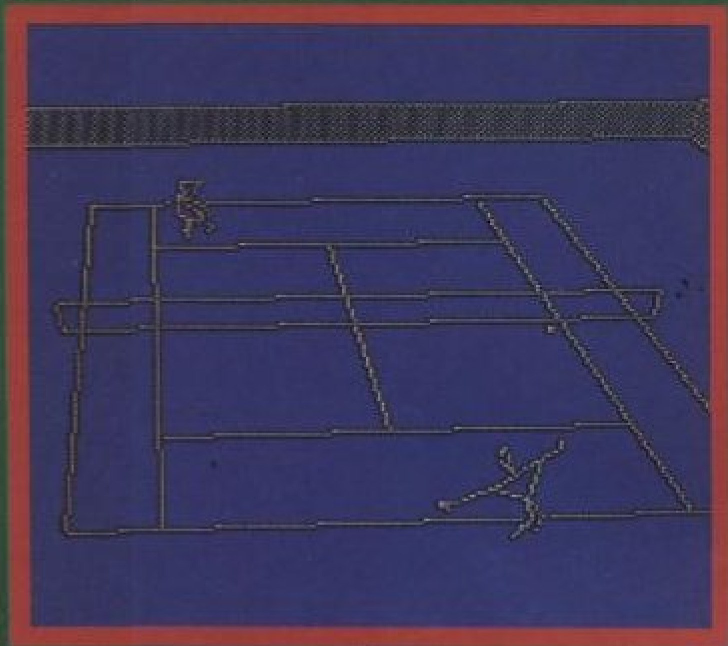
**90%**

Forget the silly title — just play, play, play!

| RATING | |
|---|---|
| PRESENTATION | 88% |
| GRAPHICS | 88% |
| SOUND | 81% |
| PLAYABILITY | 90% |
| ADDICTIVITY | 86% |
| **OVERALL** | **90%** |

# international 3D TENNIS

**Pacific**
■ £9.99/£14.99 ■



The great English sporting event of the year, Wimbledon with strawbs 'n cream, is upon us. As with footy games, a spate of tennis releases are here: *International 3D Tennis* from Palace is the latest.

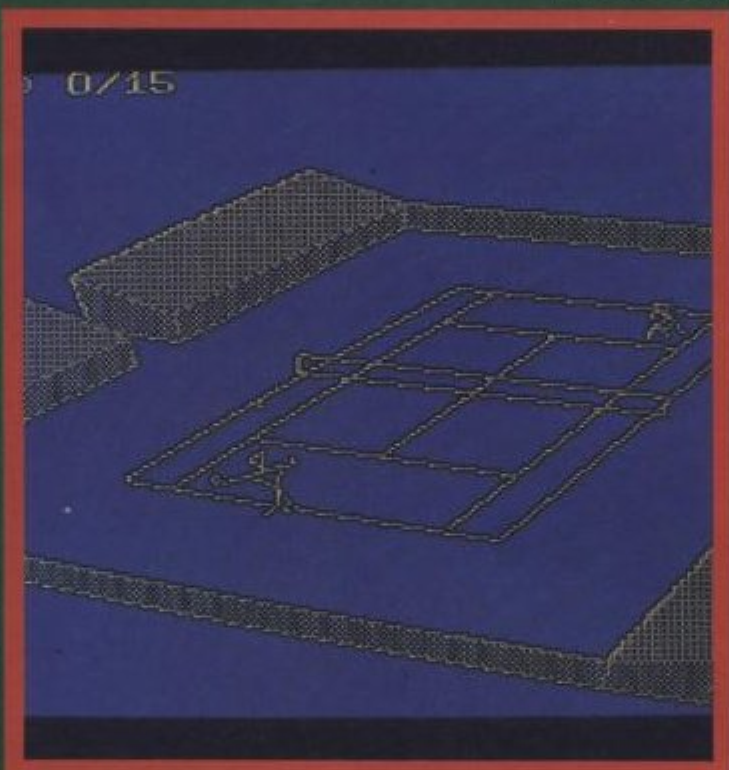
The time-honoured option screen starts you off. Choose a one or two player game (single matches), or for greater challenge either Tournament or Season mode, plus four skill levels: Novice, Semi-Pro, Pro and Ace.

The difficulty levels greatly affect how the game is played. Many games are frustrating because you can't move fast enough to hit the ball. On Novice level, you don't have to run at all! The computer moves you into position whilst a flashing block tells you when to press the fire button, all *you* do is decide the power of the shot etc. Whichever option you choose, the game content remains the same: two stick figures stride out onto the court and whack a small yellow ball over a net.

In Tournament or Season mode your progress depends on how much dosh you win. If you're knocked out of a match early you only gain a few thousand dollars. If you survive you could be a millionaire and up with the likes of Becker and Lendl before you know it.

The game kicks off with a nice title tune (in 128k mode) and the choice of options is impressive. But the sprites are very basic, small stick men indeed — once you get used to that it's the playability and accuracy of *International 3-D Tennis* that makes it a real and impressive simulation. Even after Wimbledon you'll be back to play again!

**MARK 80%**




**NICK** A very sporty month! I've been playing football all morning and now a relaxing game of tennis. *International 3-D Tennis* is... different, like tennis in Freescape, the programming method used in *Driller* and *Castle Master*. The players look a bit odd — they have triangular heads, bodies made from lines and sway from side to side all the time. The court is also drawn in lines, which can make things difficult to decipher at times. The audio side is really good with tunes galore including a groovy rendition of the TV tennis theme! This is more of a novelty game than one you really get into. I prefer having players look like the real thing! But if you're after a real tennis simulator, this is the best to get!

**76%**

**A smart simulator, lacking thrill power to make it smashing**

**RATING**

| | |
|---|---|
| PRESENTATION | 80% |
| GRAPHICS | 73% |
| SOUND | 79% |
| PLAYABILITY | 77% |
| ADDICTIVITY | 86% |
| **OVERALL** | **78%** |

# HOORAY FOR HENRIETTA

**Scetlander**
■ £9.99/£14.99 ■

Oh dear. You're not going to like this. *Hooray For Henrietta* is an educational game. Oh dear. Sorry, but it features no aliens, no laser death cannon or anything like that. This is all about maths, sums, adding-up, taking-away, y'know the stuff. If you're over 12 years old, it's okay, you're excused; but for 5-12 year olds — tough! You're going to learn a bit more about addition, subtracting, multiplication and division (the very words that strike terror into my heart).

But wait, what's this? It's not boring? No, not at all. What makes *Hooray For Henrietta* is the fun story behind the game and the consequences if you can't solve the sums. It's like the *Sesame Street* way of learning — give 'em something to laugh about and they'll forget it's homework (Fat chance — Ed)!

The story's this: Hopeless Henry is due to be married to Henrietta, but the mischievous bird John The Parrot is out to cause trouble. John has stolen Henry's coat, hat, trousers and boots and kidnapped Henry. To make matters worse, if you can't rescue Henry in time, John drops him into a vat of cold custard! Ugh.

*Hooray For Henrietta* comes with two standards of play — one for 5-8 year olds, and one for 9-12 year olds, both are essentially the same except for the level of difficulty in the questions. Both versions have eight different levels ranging from easy to hard. Each mathematical skill has its own mini-game. If you answer enough questions correctly within the time limit Henrietta gets to save




Henry, if not John drops the custard. Get through all sections correctly and the marriage can go ahead. Doncha just lurve happy endings?

Succeeding on all levels, *Hooray For Henrietta* achieves a perfect balance of learning and having fun. With a little bit of adult help even the very young should have no difficulty handling the program: all the user does is type in the numeric answers and the program does the rest. The pack comes complete with a John The Parrot badge, a guide to the program for parents and basic instructions and story card. The graphics are basic, but are a welcome addition, brightening up a usually hated subject.

**RICHARD**

## TEN COPIES OF HOORAY FOR HENRIETTA UP FOR GRABS!

**Yes — CRASH has ten copies of *Hooray For Henrietta* to give away. So, if your school has a Spectrum, or you're a parent with a little 'un who could do with a bit of torturing, erm, learning, this is your lucky day. Just send us your name and address, along with the name and address of the school or person you think would benefit from *Hooray For Henrietta*, on a postcard (or the back of a sealed envelope) to NEWSFIELD, HOORAY COMPO, CRASH, Ludlow, Shropshire SY8 1QW. First ten entries out of the hat on July 19 get themselves a copy! If you're interested in *Hooray For Henrietta*, but can't find it in your local shop, write to: Scetlander Ltd, 74 Victoria Crescent Rd, Glasgow G12 9JN for further details. Hooray!**


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# BIG BUDGET Bonanza

**★ It's your guide to the cheapest thrills around with Nick Roberts in the driving seat (oh no! Lemme out!!! —Ed)!**

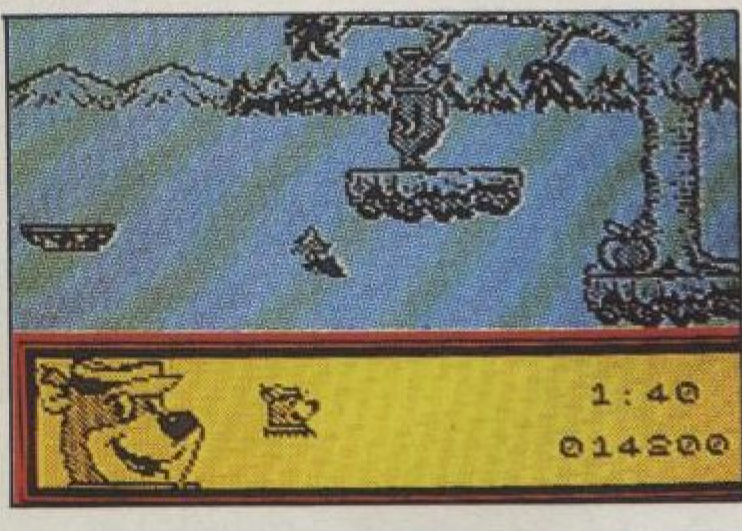
## YOGI'S GREAT ESCAPE
**Hi-Tec Software**
**■ £2.99 ■**

I'm smarter than the average bear! Well you'd have to be to survive in this new cartoon adventure from **Hi-Tec**. You take the role of good ol' **Yogi Bear** who's trying to escape from **Jellystone Park**. The park is to be closed down and all the animals moved to the zoo, so Yogi decides to run away — no more picnic basket nabbing for Yogi!

Different platforms, moving floors and other obstacles must be negotiated by our lovable bear. You have to keep Yogi on his toes too. If you slow down, the **Ranger** will catch up with him, and off he goes to the zoo.

There are six levels in all, starting with Jellystone Park going through to the **Fun Fair** and **New York City**, each with its own detailed backdrops and sprites — new nasties are out to get you on each one too. The trouble with the game being in monochrome is that some times you can't see where things like snakes are hiding.

As well as escaping from the park you have to collect six parts of Yogi's car, six bags of money and six cowboy hats to get an extra super-dooper bonus.




*Yogi's Great Escape* is a fun, addictive game. Take control of one of your favourite cartoon characters and have a great time. I can't wait to see the other games in the **Hi-Tec/Hanna Barbera** series, like *Hong Kong Phooey*!

**Overall 79%**

## FUTURE BIKE SIMULATOR
**Hi-Tec Software**
**■ £2.99 ■**

I seem to remember playing something like this in an arcade years ago...ah sweet memories! This computer version is a bit more basic and doesn't have the fun and excitement you get from



racing through a digitized landscape with crowds of people watching you!

As you may have guessed, it's set in the future. All the world's governments have banned the motorcycle as we know it today. Someone who didn't really like this decision was **Finnius M Houlder**, a multi-billionaire who has a love for two-wheeled speed machines. He set to work on an alternative that could get around the laws: the result was **Future Bike**!

The bikes are well drawn and speed along at a convincing high speed. The borders supposed to represent things like cities, deserts and rapids are a different story. They are very bitty with the same sprite repeated over and over again. The action is a bit too fast really and you can't control the speed of the bike, only the directions left, right, up and down. Collecting money on the speed track levels gets you into the shop where extra weapons and add-ons can be bought.

*Future Bike Simulator* is a simple race game, good fun but I doubt it will keep you hooked for long.

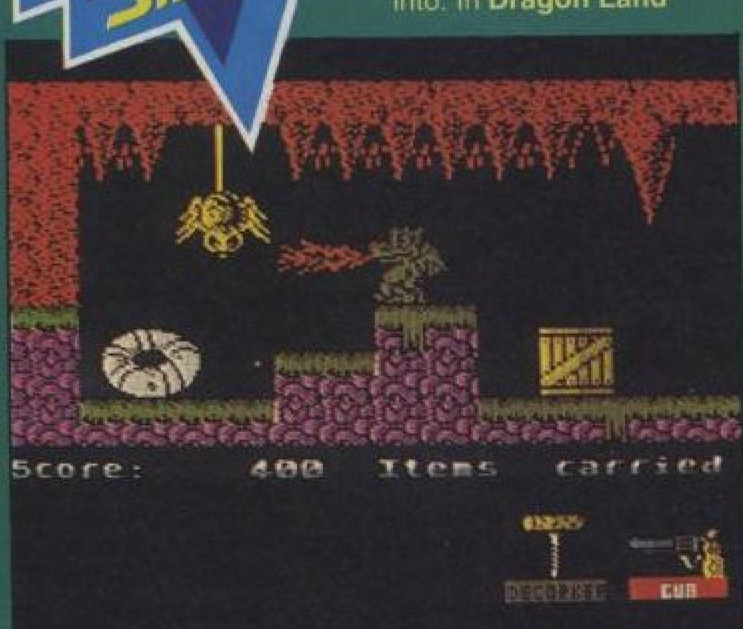
**Overall 68%**

## LITTLE PUFF IN DRAGON LAND
**Cartoon Time**
**■ £2.99 ■**

A CRASH Smash

Poor **Little Puff**. He went to explore the wonders of colourful Dragon Land and got himself lost! He wouldn't mind but he's hungry too! Life is really tough. Being nowt but a little dragon, Puff isn't fierce enough to catch himself something to eat, so he needs help. This is where you come in: guide Little Puff back home so he can have his tea. To do this, four pieces of a special pass must be collected and a toll paid to a nasty dragon who guards the gate to his town.

**Cartoon Time** (a **CodeMasters** label) has published heaps of cute games, and *Little Puff* is a perfect example. Cuddly cartoon characters, excellent animation and a fun story line make a gem of a game. Every screen holds new puzzles and traps for poor Puff to fall into. In **Dragon Land** hordes of nasty creatures like bees, worms and spiders would like nothing more than to eat sugared Puffs for breakfast!




The graphics are big and colourful with detailed backgrounds and lots of variety. The puzzles are set at just the right difficulty, as long as you don't use the complete map and solution printed last issue!

Playing it takes me back to my days of saving up my pennies and buying a game from **CRASH** mail order. Good arcade adventure games like this used to be seen everywhere. Now they've become more scarce. That's why when a game like this comes along you just have to get it. Excellent and full of nostril burning fun.

**Overall 92%**

**More cheap thrills coming your way next CRASH!! But never as cheap as my car repairs...(my fault, I know)**

# THE 1990 ATARI ST PRODUCT GUIDE

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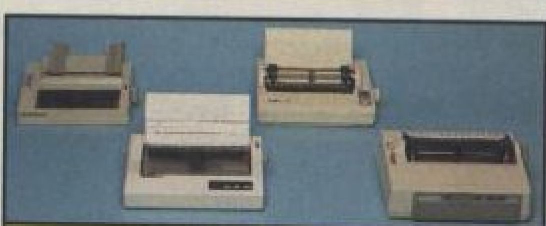
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| ST Dedicated | 68000 Processor | General Computing |

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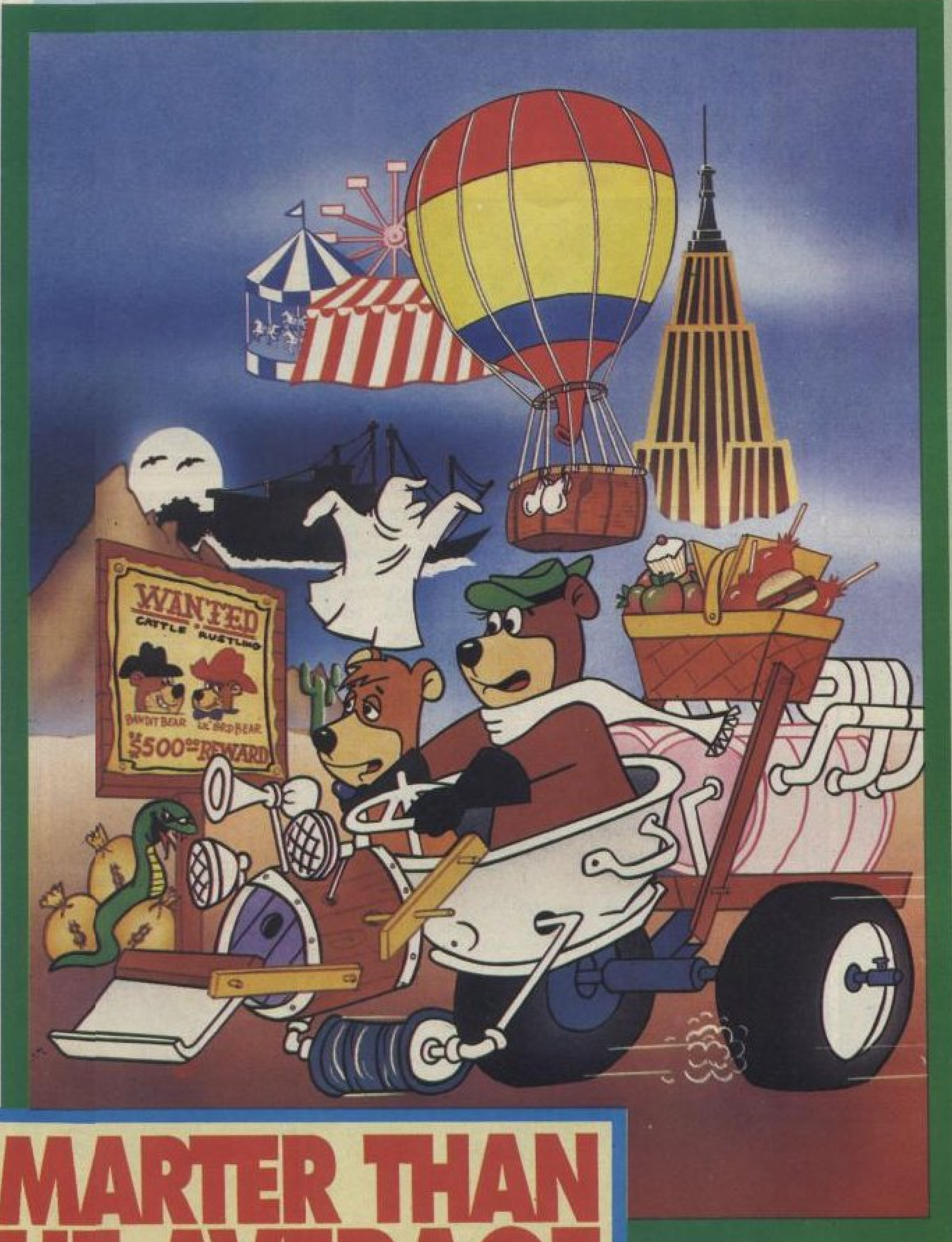
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**From the wilds of Jellystone Park comes the most famous picnic hamper pinching bear around — hey, hey, hey it's *Yogi Bear*! And he's back (Back! *BACK*!) on the Speccy, thanks to** Hi-Tec Software, **in full glory in his latest crazy adventure — *Yogi's Great Escape*!!**

Straight out of the cartoon and onto your screen, **Yogi**'s the only bear with a degree in eating and more than a taste for trouble — and there's plenty lined up in this game! Hearing that **Ranger Smith** (*boooo!*) is to round up all the animals in Jellystone and pack 'em off to the zoo, Yogi reckons it's about time he made his escape. Packed with great cartoon graphics, the game has you taking Yogi out of Jellystone through four different areas to reach **New York** — where, thinks Yogi, the streets are paved with tasty morsels.

And there's more than just a few tasty morsels on offer in this Yogi compo! First prize is a **Sony Sports Walkman** (Wooooooo!), a copy of *Yogi's Great Escape* and a copy of the brill Yogi video from which the game's taken! For second prize there's also a copy of the video and **Hi-Tec**'s entire range of skill Speccy software — that's *Yogi's Great Escape*, *Spy Vs Spy I*, *II* and *III*, *Future Bike Sim*, *Ruff 'n' Ready*, *Guardian II*, *Hong Kong Fuey*, *Cricket Captain*, and *Boulder Dash 4*! No need to go Boo-boo if you don't get first or second (ho ho, I don't think — Ed) prize as there are 20 — *20!!* — runners-up prizes of *Yogi's Great Escape* on Speccy cassette!

## • LISTEN AND WIN!

Yes, to be in with a chance of winning one of the fabbo prizes on offer ring the **CRASH Compo Hotline**! Dial **0898 555 084** and listen to the questions being read out over the phone. When you have your answers, write them down on a postcard or the back of a sealed envelope and send it to: **NEWSFIELD, GRIN AND YOGI BEAR IT COMPO, CRASH, Ludlow, Shropshire SY8 1JW.** And make sure your entries arrive by July 19!!

**• DIAL AWAY**

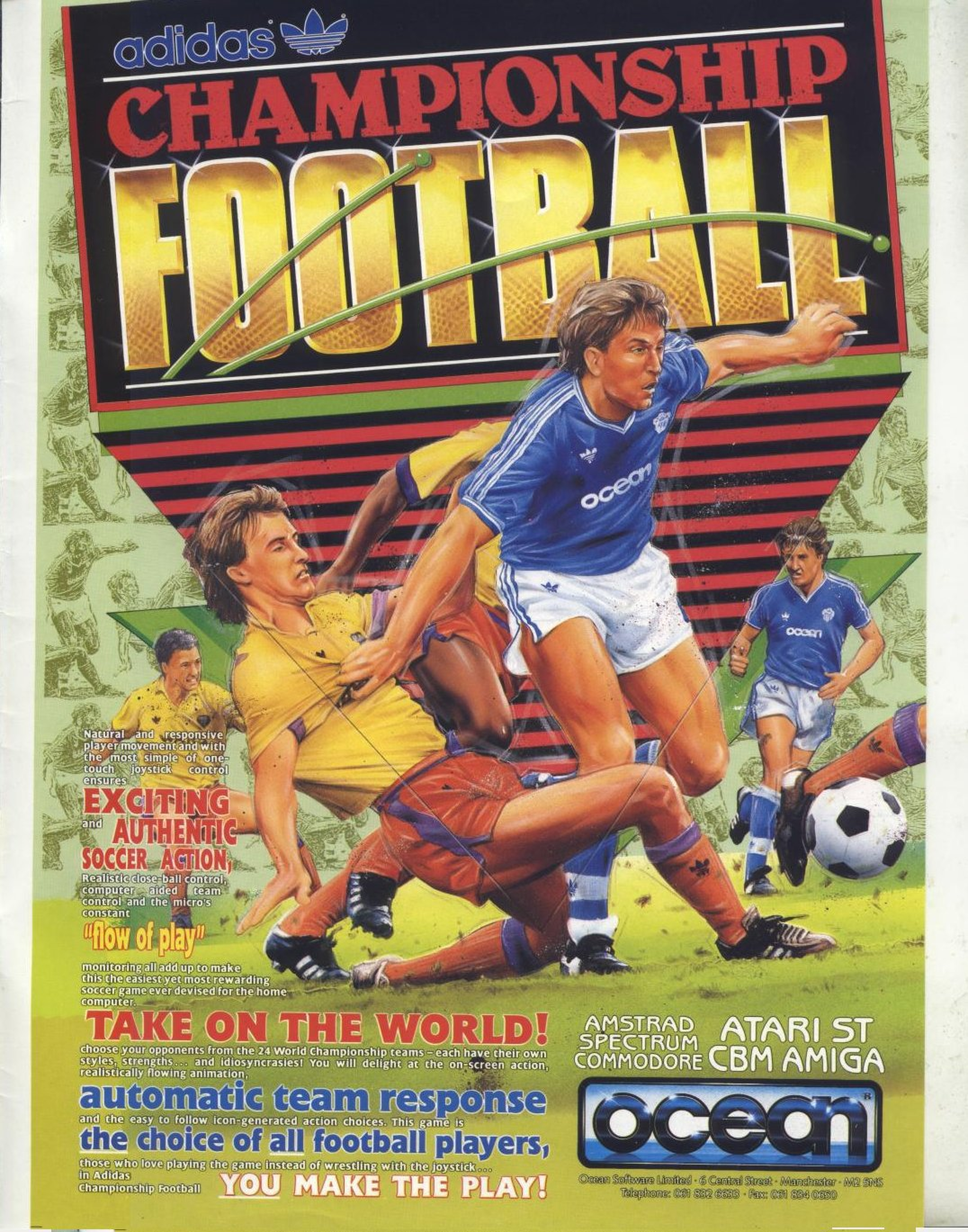
**0898 555 084**
**WIN LOADS OF YOGI GOODIES!**

Calls cost 25p per minute during off-peak time and 38p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

# NEXT MONTH

## CRASH HAS NOTHING!

**You've been spoilt too long so next month you get naff all. Well, except for...**
**★ Four great complete games on the Powertape!!**
**Smashing playable demo of Hi-Tec's *Ruff 'n' Ready*!!**
**AND...**
**★ SAM Coupé software spesh! All the latest reviews, previews, and news on the Speccy scene! Swingorilliant top prize compos!**
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